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SUPER Mario RPG:
Legend of the Seven Stars

IN-DEPTH
- College Slam
- Cutthroat Island
- Virtual Boy 3-D Tetris

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'95 POWER AWARDS

MARCH VOLUME 82
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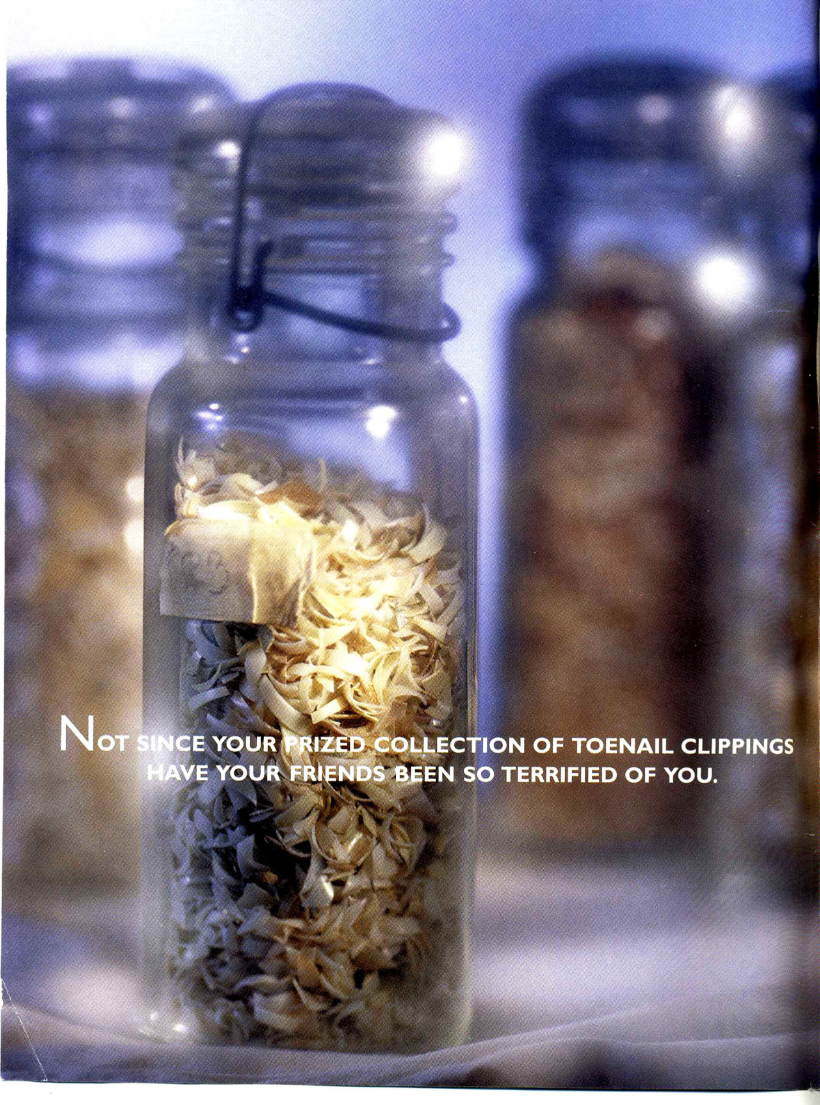
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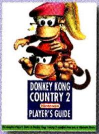
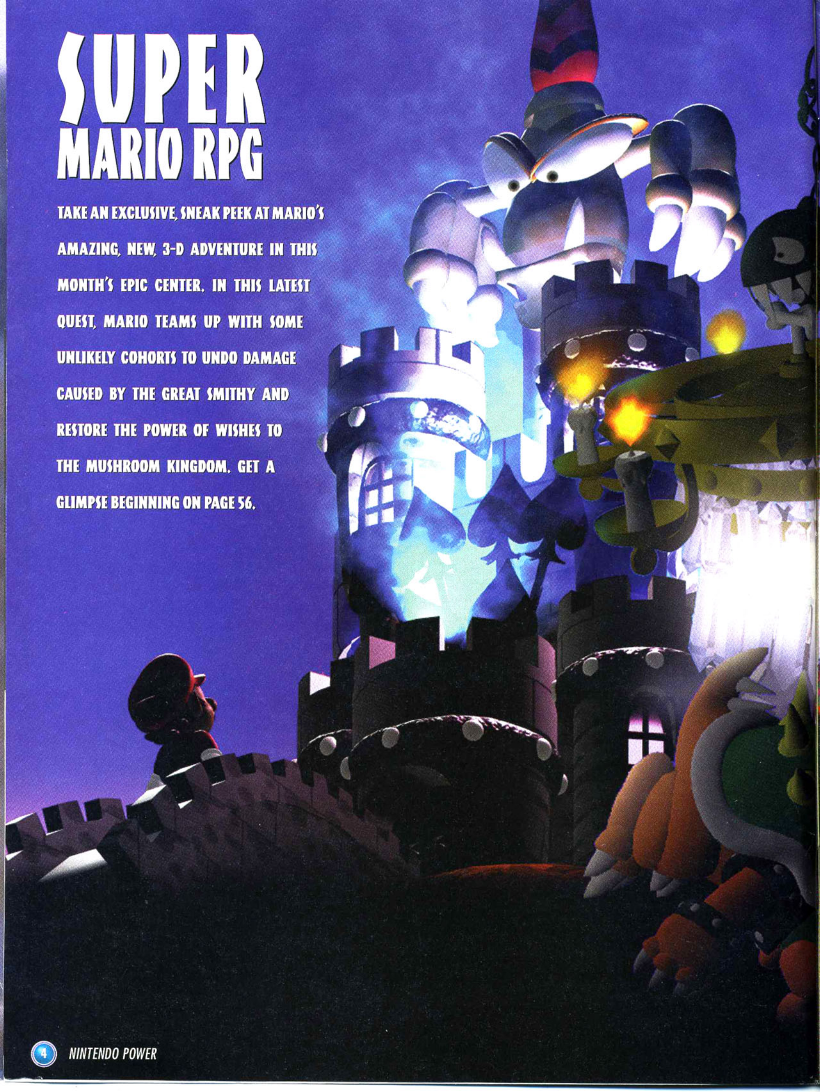


Subscribe now to *Nintendo Power*® and have the competition shakin' in their boots. First, the jars and jars of toenail clippings, and now, a tip-filled subscription. You'll also be getting a free Donkey Kong Country 2 Player's Guide. And it only gets more hair-raising for the cheeky little monkeys. There are moves you can do with Dixie's ponytail that you'll only learn from the experts at *Nintendo Power*. You'll get all the insider tips that will help you find bonus areas and programmer codes that will reveal hidden surprises. Plus maps and tips that'll make you king of the jungle. • Now, put aside your cherished collection and call **1-800-255-3700** for your subscription to *Nintendo Power*. Hey, it's only $18 bucks a year, and with this year's advanced technology and unmatched 16-bit software, you don't want to be left clueless and unskilled. *Nintendo Power* brings you the most extensive Nintendo® video game coverage so you can choose the games that are right for you. Plus, no other mag will have the info from the inside on the NU 64. Got that? *Nintendo Power* will be there with revolutionary NU 64 graphics, and will clue you in on every game available for the new system. So, put down the clippers, put your sock back on, and fill out the card below, or just call for the latest issue of *Nintendo Power*. It's time to get a new hobby.

NINTENDO POWER

SUPER MARIO RPG

TAKE AN EXCLUSIVE, SNEAK PEEK AT MARIO'S AMAZING, NEW, 3-D ADVENTURE IN THIS MONTH'S EPIC CENTER. IN THIS LATEST QUEST, MARIO TEAMS UP WITH SOME UNLIKELY COHORTS TO UNDO DAMAGE CAUSED BY THE GREAT SMITHY AND RESTORE THE POWER OF WISHES TO THE MUSHROOM KINGDOM. GET A GLIMPSE BEGINNING ON PAGE 56.



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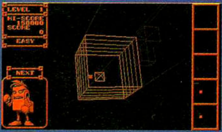
COLLEGE SLAM

COLLEGE SLAM

Arriving just in time for the NCAA championships, Acclaim slam dunks another b-ball blockbuster into your Super NES. College Slam features 40 top-ranked college and 8 kickin' fraternity teams in two-on-two, NBA Jam-style game play. You can have your own Final Four right in your living room!

3-D TETRIS



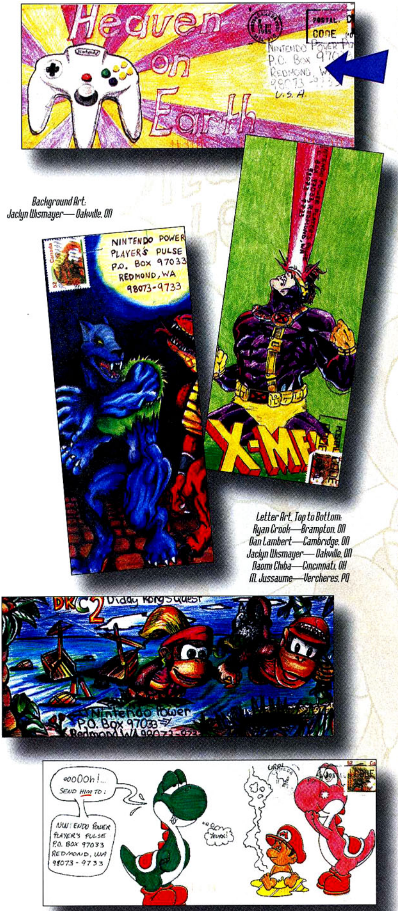
Tetrads go 3-D in a new Virtual Boy puzzler destined to take the classic challenge to a new level. See how the pieces fall beginning on page 44.

NP AWARDS

Sound off! It's time to cast your votes in the annual Nintendo Power Awards. We've added new categories to this year's poll, so you can voice your opinions on everything from the best game of '95 to the most annoying feature included in a game from last year. Cast your vote, and enter to win prizes!

PLAYER'S PULSE

Since Player's Pulse expanded to three pages in Volume 80, we've received lots more mail. Here are just a few of the many fine messages we've received by both snail mail and E-mail.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Background Art:
Jaclyn Wismayer—Oakville, ON

Letter Art, Top to Bottom:
Ryan Crook—Brampton, ON
Dan Lambert—Cambridge, ON
Jaclyn Wismayer—Oakville, ON
Naomi Chiba—Cincinnati, OH
M. Jussaume—Verchères, PQ

Out of This World!

My initial thought when I read Volume 79 was HOT DANG!! Of course the first thing I checked out was the first look at the NU 64 controller. Sweet glory of heaven! The controller is so standard-breaking, so tremendously beautiful, it just brings tears to my eyes. Excuse me while I get a tissue. O.K., I'm back. Besides the controller, the unit itself is pure immaculacy. The designers had the serious gamer in mind when they thought of this. Four controller ports! No more adapters! Oh, but we all know that Nintendo's employees never thought this up. Only, and I mean only superior beings from parallel dimensions could have the ultimate intelligence to create a marvel like this. All hail!! The gift from the gaming dimension has arrived! Don't get me wrong, I'm sure your designers are the best in the world, but please be honest. A system like this with its stellar appearance and dynamic insides is a sure sign that there really is intelligent life out there.

Ryan Crook
Brampton, Ontario

Thanks for the compliment, Ryan. Some of us mere mortals think that the NCL design team and creative game geniuses like Shigeru Miyamoto who gave us the Mario games and helped design the Nintendo 64 controller are other-worldly.

Gear and Gizmos

I think there is a largely untapped audience in the field of enhancement devices for your systems. Just think of it, Nintendo light pens, Nintendo steering wheels and pedals and Nintendo trackballs.

Hunter Davis
Williams, Indiana

Our Research and Development whizzes brainstorm just like you, Hunter. Did you know they once invented a device that could turn the NES into a knitting machine? Needless to say, many of these wilder ideas never make it off the drawing board!

See Mario. See Mario Run!

This may sound a bit weird, but when I was young I taught myself to read with Nintendo Power. I would shy away from other books and refuse to read them. Even when my mom read to me, instead of hearing about a nursery rhyme it would be the Mega Man reviews. I am currently the top reader and writer in my school, but I couldn't have done it without you.

Nick Tashiro
San Jose, California

Electrifying Mail

I really like your new letters section. I'm not sure how many people write to you on E-mail, but please consider those letters just as much as you do the ones you get via snail mail.

Dan Hagedus
via the Internet

X–citing Mail

I think your new changes are great, especially those in Player's Pulse, but I think you should start a section for cool Internet and X-Band letters like this one. Keep up the good work.

Mystic Mauler
via X-Band Video Game Network

She's Got Nintendo Fever

A little ways back my mother was hypnotized by EarthBound and now she's reading Nintendo Power. When I come home from school it's not unusual for me to see her playing my Super NES! Anyway I thought I'd better consult a Nintendo expert. Is there some disease that makes people suddenly want to play Nintendo?

Halston Redwine
Euless, Texas

Make It a Mag!

I'm writing about Epic Center. There's nothing wrong with it except this: it needs to have its own magazine! Then you'd be able to make the reviews, previews, strategies and everything else longer. I would subscribe!

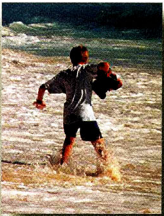
Derek Cantrell
Mesa, Arizona

In Epic Ecstasy

I just ordered a subscription to Nintendo Power and received a free Chrono Trigger Player's Guide. I am amazed at how inexpensive it all was! In a time when everything seems to be escalating in price, you have kept your magazine and guides affordable. I am especially pleased with what you have done with Epic Center. It is the biggest reason I switched my subscriptions from other game magazines to Nintendo Power. I only wish you would expand it.

Lamont Johnson
Auburn, Wyoming

Hey, Lamont and Derek! If you have access to a computer and modem, check out Nintendo Power Source on America Online. Click on Games, then go to Epic Center. It's a great place to catch up on the latest news, swap tips or just hang out.



Player's Poll Winner says

"My, oh Maya!"

Volume 67 Grand Prize Winner James Zempel of Spirit Lake, Iowa, collected Activision's Pitfall: The Mayan Adventure for his Super NES, then jetted off to tropical Mexico for a bit of Mayan adventure of his own. James soaked up the rays at Cancún, dove into the warm Caribbean surf and dashed off to Chichén Itzá for some serious exploration of the ancient temples and pyramids. Jungle fever, anyone?

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Publisher
M. Arakawa

Editor-in-Chief
Gail Tilden

Producer
Yoshio Tsuboike

Senior Editor
Leslie Swan

Senior Writer/Editor
Scott Pelland

Staff Writers
Kent Miller
Terry Munson
Paul Shinoda

Editorial Consultants
Howard Lincoln
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Editorial Assistants
Chris Cameron
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Production Coordinators
Nancy Ramsey
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Design, Game Strategy, & Illustration
V DESIGN
Yoshi Orimo
Hiroko Nagami
Katsuyuki Asanuma
Jeff Hazard
Sonja Morris
Ritsuko Yamaji
Hiroshi Nakae
Marty Pappas
Scott Douwes
Brandon Baltzell

Prepress/Design Supervisor
Jay Wergin

Electronic Prepress/Design
Tim Anderson
James Catechi
Karl Deckard
Michael Northam
Billy Noland
David Wharton
Van Williams

Cover Design
Griffes Advertising

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POWER CHARTS

Readers voting in the Player's Poll send Super Mario RPG soaring up the Most Wanted list this month. Eager to find out about the plucky plumber's all-new adventures? Check out the big review in this month's issue. Then send us your personal Most Wanted list while casting your vote in the 1995 Power Awards Contest which starts on page 92.

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	5
2	KILLER INSTINCT	Nintendo	4	9
3	CHRONO TRIGGER	Square Soft	5	8
4	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	2	5
5	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	50
6	DONKEY KONG COUNTRY	Nintendo	3	17
7	FINAL FANTASY III	Square Soft	8	15
8	SECRET OF EVERMORE	Square Soft	11	6
9	EARTHWORM JIM 2	Playmates	9	5
10	SUPER METROID	Nintendo	10	23
11	EARTHBOUND	Nintendo	19	9
12	DOOM	Williams	-	7
13	FINAL FANTASY II	Square Soft	-	41
14	BREATH OF FIRE II	Capcom	NEW	1
15	SIMCITY	Nintendo	-	22
16	KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	17	23
17	OGRE BATTLE	Enix	-	5
18	SUPER MARIO KART	Nintendo	14	35
19	MEGA MAN 7	Capcom	-	2
20	SECRET OF MANA	Square Soft	20	15

TOP 5 SIMS

Here are the top five simulations, as voted by Nintendo Power readers. Sims continue to attract a fervent following, with groups of devotees playing a single game over days or weeks. Check out this month's Epic Center for exclusive strategy tips on Koei's latest sim, P.T.O. II.

1. SIMCITY (NINTENDO)
2. CIVILIZATION (KOEI)
3. AEROBIZ SUPERSONIC (KOEI)
4. (TIE) UNCHARTED WATERS NEW HORIZONS (KOEI)
   ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE (KOEI)

MOST WANTED

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. SUPER MARIO RPG
4. CRUIS'N USA (NU 64)
5. DOOM (NU 64)
6. VIRTUAL BOY
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. DONKEY KONG COUNTRY
9. MEGA MAN X3
10. CHRONO TRIGGER

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	2	35
2	DR. MARIO	Nintendo	-	39
3	METROID II: RETURN OF SAMUS	Nintendo	9	51
4	WARIO LAND: SUPER MARIO LAND 3	Nintendo	6	20
5	TETRIS	Nintendo	3	41
6	DONKEY KONG LAND	Nintendo	1	14
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	8	41
8	KILLER INSTINCT	Nintendo	4	4
9	KIRBY'S DREAM LAND 2	Nintendo	-	7
10	MORTAL KOMBAT 3	Williams	5	3

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	1	5
2	GALACTIC PINBALL	Nintendo	2	5
3	MARIO CLASH	Nintendo	-	3
4	MARIO'S TENNIS	Nintendo	3	5
5	RED ALARM	Nintendo	5	5

LETTERS, CONTINUED...

Pak Watch, Pak Watch, Rah, Rah, Rah!

Now I'm not telling you how to run a magazine, but this Epic Center, it's too long, too boring! A lot of my friends just bypass the section. I know you have to touch base with every gamer, but please make it shorter! If anything, you should make the Pak Watch section bigger. It's one thing I wait for every month. Nintendo, you have a great magazine. But you do have a few glitches that need to be fine-tuned to rise above the mass of Game Pros and EGMs (even though those mags cost big bucks)!

Fred Alexis Terrell
New York, New York

Nonstop Rhino

I absolutely love the cards you put in several times a year! Especially the Donkey Kong Country 2 cards in Volume 79. My brother and I laughed when we read that Rambi's favorite movie is *Speed.*

Scott Faris
Bridgeport, West Virginia

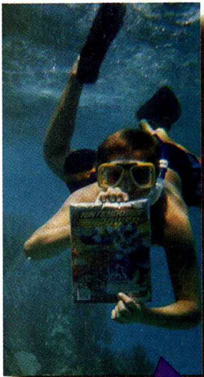
Scott, good thing it isn't Jumanji.

A Killer Site on the World Wide Web

Hi ... first I want to say that your Killer Instinct 2 site on the World Wide Web is really really great. But there are still a few things that bug me. It's missing pictures of Sabrewulf, Spinal and Orchid. And why do you not show the graphics in 16-million-color JPEG format instead of 256-color GIF?

Lobo
via the Internet

The developers at Rare Ltd. were still working on the new-look Sabrewulf, Spinal and Orchid when we went on-line with the KI 2 site. Pictures of these missing fighters are on the Web site now. Go to http://www.nintendo.com and click on "What's New." As for the graphics formats: GIF is standard for Web sites. Virtually any PC with a VGA board or Mac can download a GIF graphic. Some users, though, might have trouble downloading JPEG graphics. And we want to give as many players as possible the opportunity to see what's hot!



SCUBA-DOO!

I'm not one for writing letters so I'll just say I think Nintendo Power rocks! I always take it with me on vacation. This year I went to the Bahamas. I thought it would be cool if I took a picture of Nintendo Power underwater.

James Myers
Merritt Island, Florida

WRITE AWAY RIGHT AWAY!

Have you had a chance to play Killer Instinct 2 in the arcade? What do you think?

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1-206-885-7529
Lots of pre-recorded help:
Any Super Mario game for the Super NES or NES, including Yoshi's Island. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, and Super Punch-Out!!
Also:
News about hot new games, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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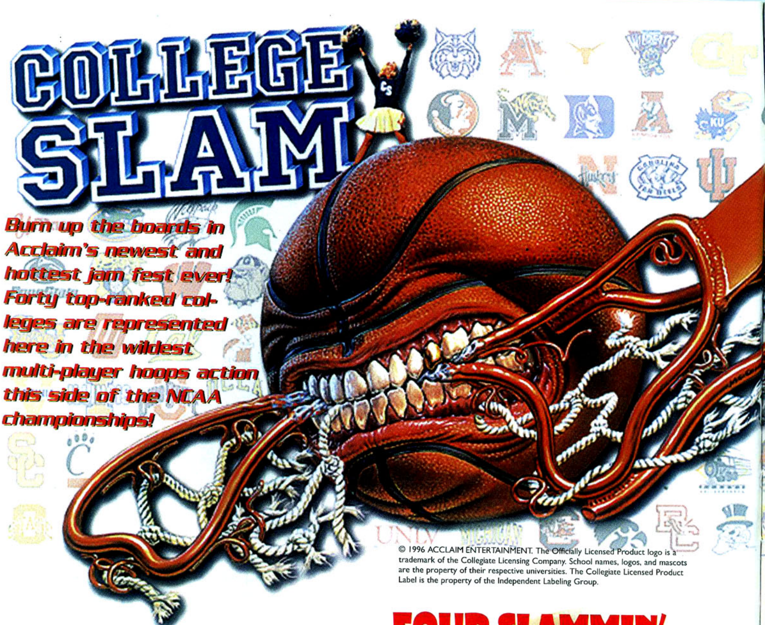
COLLEGE SLAM



Burn up the boards in Acclaim's newest and hottest jam fest ever! Forty top-ranked colleges are represented here in the wildest multi-player hoops action this side of the NCAA championships!

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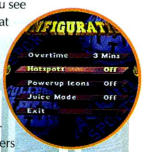
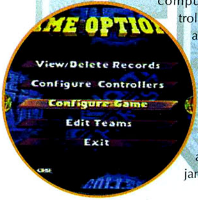
IT'S ON FIRE!

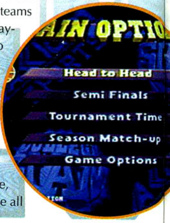


Overtime 3 Mins
Hotspots Off
Powerup Icons Off
Juice Mode Off
Exit



You'll be the one "on fire" when you see the awesome array of options that will let you make your game as mild or as wild as you wish. You can set the shot and game clocks, activate Tag and Juice Modes, adjust the intelligence level of the computer-controlled players and more! There's even a special Power-Up mode that sprinkles super-power icons at random around the court. Before you can say, "Final Four!" you'll be flying through the air with the greatest of ease and making the biggest monster jams in college history!

FOUR SLAMMIN' PLAY MODES



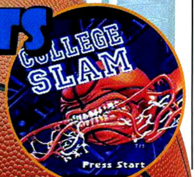
No matter how you like your hoops, chances are you'll find a play mode that will satisfy your craving for full court presses and board-breaking jams. Want to rock somebody's world just once? Head-to-Head mode sets you up for a single-game showdown. If you're not afraid of a little competition, Semi-Finals mode allows up to four players to take their teams downtown for an end-of-season play-off, while Tournament mode lets up to sixteen players grab a piece of the action. If solo stylin' is more your speed, the Season mode allows you to guide your chosen hoopsters through a twenty-team qualifying ladder and a sixteen-team championship. Hot Spots and power-ups are disabled in this mode, so you'd better be ready to win or lose all by your lonesome!

THE CHOSEN ONES

College Slam brings together 40 teams from across the U.S., but not everyone is all-star material, so scan the stats before you pick your players. If you don't like what you see, you can edit players' stats in nine performance categories. Some players even have extra performance points you can draw from.

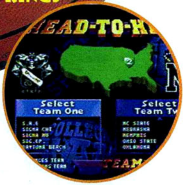
FRAT CATS

EXTRA TEAM CODE

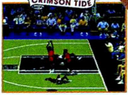


Here's a code that will add eight jammin' fraternity teams to the lineup. On the title screen, press Up, Down, Left, Right, Up, Down, Left and Right on the Control Pad. If the code is entered correctly, you'll hear a tone. You will then be able to select from the following fraternity teams in the Head-to-Head, Semi-Final and Tournament Modes. They may even show up as computer-controlled opponents, so check out their performance stats!

- KAPPA SIGMA
- LAMBDA CHI ALPHA
- PHI KAPPA ALPHA
- SIGMA ALPHA EPSILON
- SIGMA CHI
- SIGMA MU
- SIGMA EPSILON
- DAYTONA BEACH
- PALM SPRINGS



Alabama Crimson Tide



The Crimson Tide has some good Power stats, but don't expect these guys to Block well or come through in the Clutch. If you want to edit them, try beefing up their Passing and Speed stats, just to give them a more balanced game. They have lots of performance points in reserve.

Arizona Wildcats

The Wildcats have no extra performance points to draw from, so you'll have to make do with what they have. They have a good balance of skills overall, but Blocking is a big weak point for them. They're a good, solid team, but don't expect anything spectacular.

Arkansas Razorbacks

Watch out, or the Razorbacks will run right over you! They already have great Power, and while they're not exactly powerhouses in the other categories, most team members have extra performance points they can draw from. Try increasing their Speed to match their Power stats.

Boston College Eagles

The Power Forward, Small Forward and Point Guard are the picks of the fine crop on this team. Pair the Power Forward with either of the other two players. The Small Forward or the Point Guard may lose steam by the half, but the Power Forward can usually go the distance.

Cal. Berkeley Golden Bears

The Golden Bears are an extremely well-rounded team. Their Speed, Power and Dunking ability can make up for some small deficiencies in Stealing and Blocking and may be able to help them avoid situations where they'll have to battle it out for possession of the ball.

Cincinnati Bearcats

Cincinnati has made some fine showings in recent years, and this is reflected in the team's stats. Though they're not outstanding in any one category, all team members have better than average scores in several areas. With the right substituting, this team could go far!

Connecticut Huskies

Connecticut's Small Forward is the undisputed star Husky, with superior performance ratings almost across the board. One man does not a team make, however, and you'd do well to pair him with either the Shooting Guard or the Point Guard, though the latter will tire easily.

Duke Blue Devils

The Blue Devils are perennial favorites at the Final Four, taking back-to-back championships in '91 and '92. Though each team member seems to have a couple categories in which they're sorely lacking, you can usually find another player who will more than make up the difference.

Florida Gators

This is another workhorse team that will do quite well with the proper editing, but if you go with the default stats, you'll have to manage them carefully. You don't want to let your opponents get too much of a lead, or you may not have enough Power to close the gap.

Georgetown Hoyas

Over the years, the Hoyas have sent a number of team members on to the pros, and there are several likely candidates on this roster. There are no mediocre players on this team, and no performance holes that couldn't be plugged with some judicious pairings on the court.

FSU Seminoles

The Seminoles are a middle-of-the-road team that could go far with the right coaching. The Shooting Guard, with his strong Speed, Steal and 3-Point ratings, should be the centerpiece of any strategic plans. The Small Forward is the only weak link in this chain of solid players.

HEAD-TO-HEAD

HEAD-TO-HEAD
Select Team One
Select Team Two
Team One
Team
PLAYER SELECT

Want to trample the Tar Heels, dazzle the Blue Devils or whip the Wolverines? With the selection of teams in College Slam, you'll be able to experience for yourself the excitement of some classic court matchups. This is the only play mode that will let up to four human players participate in a single game, and any positions not activated by a controller before the game starts will be controlled by the computer.

SEMI-FINALS

SEMI FINALS
Enter Player Two
Finished
SMM
ENTER INIT
SEMI FINALS

Here's where the action starts to heat up as up to four players vie for the championship. Each player enters his or her initials and picks a team before the first game begins. If there are fewer than four players, the computer will pick teams at random to round out the tournament. If all human-controlled teams are knocked out before the final game, the tournament will end without a winner.

Georgia Bulldogs

This Southeastern Conference team has its share of strengths and weaknesses, but the disparity between the high and low numbers are more marked than what you might find on some of the other teams. Use the Center only if you need him for a short substitution.

Georgia Tech. Yellow Jackets

The Yellow Jackets are big on Speed and Passing, and not bad in the Clutch play department, either. This is good, since their Power won't carry them very far. The trick will be to strike hard and fast in the early part of each half then hope the cushion carries you to the buzzer.

THE CHARTS

In case you're having trouble picking a team, we've put together some stats that might help you. See if you can recreate a team's success or take a dark horse all the way to the Final Four!

MOST NCAA TOURNAMENT APPEARANCES

1 Kansas 24
(Tied for 5th place in NCAA records)
2 Kansas State 21
(Tied for 10th place in NCAA records)
3 Missouri 16
4 Oklahoma 14
4 Oklahoma State 14
(Six of these were prior to 1955, when Oklahoma State was known as Oklahoma A&M.)
4 Texas 14
7 Iowa State 9
7 Texas Tech 9
9 Colorado 8
10 Texas A&M 7
11 Nebraska 5
12 Baylor 4

MOST CONSECUTIVE NCAA TOURNAMENT APPEARANCES

1 Oklahoma 8
2 Kansas 6
3 Missouri 5
3 Oklahoma State 5
5 Kansas State 4
5 Nebraska 4
5 Texas 4
8 Iowa State 2
(Occurred three times)
8 Colorado 2
(Occurred twice)
8 Texas A&M
(Occurred twice)

Kansas Jayhawks

Here's another solid team. There are a lot of potential pairings among these five players, with many of above average scores across the board. Remember that versatility may be just as effective as virtuosity on the long road to the playoffs.

Kentucky Wildcats

There are few teams in college basketball history that can compare to the Wildcats, and they are as formidable as ever in their video game incarnation. They are equally adept in all of the categories, and you'll get a fine performance no matter which of the players you choose.

LSU Tigers

LSU has produced some outstanding basketball players, including "Pistol" Pete Maravich and Shaquille O'Neal, and they seem prepared to continue the trend. The Shooting and Point Guards will make a powerful pair, and any of the other players will play the fill-in role quite nicely.

Illinois Fighting Illini

With stats like these, it's a wonder that we haven't seen Illinois more often at the Final Four or, at least, their division playoffs. Speed, Dunking and Clutch play are all strong suits with the Fighting Illini, and even their least impressive player has some valuable skills.

Iowa Hawkeyes

If you go with the Hawkeyes, you'll definitely need to work on their passing game. Though these guys have some pretty good stats, you may have a hard time getting a balanced game out of any given pair of them. If only you could have three players on the court at once!

Maryland Terrapins

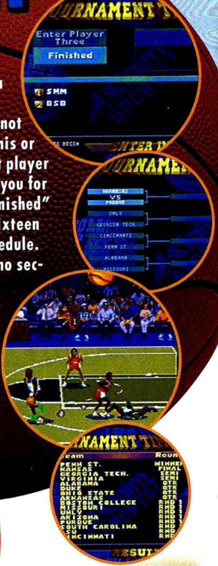
This Atlantic Coast Conference team possesses speed that belies their slow but steady mascot. Combined with their impressive Power and Dunking abilities, the Terrapins have the ability to stay ahead of their opponents and score before they can even set up a defense.

Indiana Hoosiers

This Big Ten powerhouse is one of the legends of college ball, and they'll be tough to beat. Though some of the other teams have better overall stats, the Hoosiers somehow manage to surge ahead in the second half. This team is definitely more than the sum of its parts!

TOURNEY TIME

Up to sixteen players can participate in a tournament, and with the number of good teams available, the outcome is definitely not assured! Each player will be asked to enter his or her initials and to pick a team. After the last player has chosen a team and the computer prompts you for another set of initials, just highlight the "Finished" option and press A. If there are fewer than sixteen players, the computer will round out the schedule. This is a straight tournament format, with no second chances. If all the human players are knocked out, the computer will determine a winner and display the tournament results.



Enter Player Three

Finished

1 SMM
2 BSB

O BEGIN

ARKANSAS
VS
PURDUE

UNLV
GEORGIA TECH.

CINCINNATI
PENN ST.

ALABAMA
MISSOURI

eam	Roun
PENN ST.	WINNER
KANSAS	FINAL
GEORGIA TECH.	SEMI
VIRGINIA	SEMI
ALABAMA	QTR
DUKE	QTR
OHIO STATE	QTR
ARKANSAS	QTR
BOSTON COLLEGE	RND 1
MISSOURI	RND 1
UNLV	RND 1
ARIZONA	RND 1
PURDUE	RND 1
SOUTH CAROLINA	RND
SU	RND
NCINNATI	RND

1995 CONSECUTIVE TOURNAMENT APPEARANCES

1 Kansas 6 (Tied for 6th place in NCAA records)
2 Oklahoma State 5 (Tied for 8th place in NCAA records)
3 Missouri 4

Memphis Tigers

Though the Tigers have pretty good performance numbers, it will take some careful nursing to guide them successfully through any lengthy tournament or season play. They could probably make it to a playoff spot, but a championship crown might be beyond their reach.

Michigan Wolverines

The Michigan Wolverines have been to the Final Four before, and there's no doubt that they could do it again. Power is their strongest suit, with Blocking and Dunking coming in right behind. Keep your players moving and get in your opponents' faces whenever you can.

Michigan State Spartans

Earvin "Magic" Johnson's old team made it to the NCAA tournament in '90, '91, '92 and '94, and it will be up to you to make sure that they make it one more time. The Spartans have a deficit in the Speed department, but you should be able to compensate with their Blocking skills.

Missouri Tigers

The Tigers have won the Big Eight Conference title four times since 1987, and maybe you're just the one to take them all the way to the NCAA finals. You'll have to rely mostly on offense with this team, especially since Blocking and Stealing are not their strong points.

Massachusetts Minutemen

The strongest overall pair on this team (with a special emphasis on Blocking and Dunking) is the Power Forward the Center. The Small Forward and the Shooting Guard are skilled at Stealing and Blocking, but with theirs lower Speed, you'd have to plan your moves carefully.

UNC Tar Heels

With their record and stats, the Tar Heels will be one of the first teams to be picked in any tournament play. There's not a bad player in the bunch, and it would be difficult to find a better balanced team. Even the slow-running Center scores high in Power, Dunking and Blocking.

NC State Wolfpack

The fastest runners on this team also have the least endurance, so juggle your roster carefully to keep this Wolfpack in the running. Your best bet will be to pair the Power Forward and the Point Guard in one half and the Small Forward and the Shooting Guard in the other.

Oklahoma State Cowboys

The Cowboys have done their alma mater proud, making it to NCAA tournament play four years in a row (starting in '91), and it's easy to see why. This team's Power is tremendous, giving you a low injury rate and letting you keep a successful pair on the boards for a long time.

Nebraska Corn Huskers

Opponents will have to keep an eye on your Corn Huskers, because if you have half a mind to, you can take possession of the ball with alarming regularity. Not surprisingly, Blocking and Stealing are the Huskers' strong suits, and they perform well in the Clutch, too.

Penn State Nittany Lions

Here's another example of a team having a great amount of potential but needing a bit of editing to make them really effective on the court. The Lions have two very powerful 3-Point punters, but they lack the other strengths necessary to take advantage of these skills.

Ohio State Buckeyes

The Buckeyes will demand a certain amount of finesse from you. While their stats are good overall, they lack strong Dunkers, and they tend to miss more 3-Pointers than they hit. You'll have to drive inside your opponent's defenses and take shots close to the basket.

Oklahoma Sooners

If you like a running game, then you could do worse than to pick the Sooners. They have three strong runners, which is rare in this game. Their endurance could be better, but since there are three of them, you'll have more options for substitutions when things start to slow down.

WINNING STREAK

NCAA TOURNAMENT GAMES WON

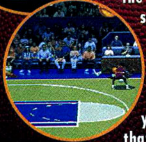
1 Kansas 51
(Ranked 5th in NCAA records)
2 Kansas State 27
3 Oklahoma State 25
(Twelve were won before 1955)
4 Oklahoma 20
5 Missouri 13
5 Texas 13
7 Colorado 8
8 Iowa State 5
9 Baylor 3
9 Texas A&M 3
9 Texas Tech 3

NCAA CONSECUTIVE TOURNAMENT GAMES WON

1 Oklahoma State 8
(Streak occurred before 1955)
2 Kansas 7
(Occurred twice)
3 Oklahoma 5
4 Kansas State 3
(Occurred three times)
4 Missouri 3
4 Texas 3
7 Colorado 2
7 Iowa State 2
7 Texas A&M 2

SON MATCH
Vs
QUALIFICA

FULL SEASON



In an odd departure from regulation play, the Season Mode doesn't follow a normal schedule, with teams meeting each other multiple times and racking up an overall ratio of wins to losses. Rather, the schedule is exactly like what you'll find in one of Acclaim's fighting games, with a list of 20 teams you must defeat in order. Once that's done, you move on to a straight knockout format tournament, with 16 teams vying for the top spot. As long as you don't erase your initials from the game's memory, you can pick up a season from where you left off. This is the mode that will separate the wimps from the wild men, the pretenders from the contenders, the chumps from the champs!

Texas Longhorns

The Longhorns don't truly excel in any particular performance category, but everyone has a good mix of abilities, which is probably why they've made it to five of the last six NCAA championships. They're a solid team that would have a good chance in any tournament challenge.

TOURNAMENT WINNING % (MINIMUM 20 GAMES WON)

1 Kansas (51-24) .680 (Ranked 8th in NCAA records)
2 Oklahoma State (25-13) .658 (Ranked 10th in NCAA records; includes games prior to 1955)
3 Oklahoma (20-14) .588
4 Kansas State (27-25) .519
5 Missouri (13-16) .448
6 Texas (13-17) .433

Purdue Boilermakers

Though the Boilermakers aren't the fastest players around, they've got enough Power to sustain them through some rough play. You can thus afford to get into your opponents' faces and try to Block their shots, which is another one of the Boilermakers' strengths.

St. John's Red Storms

The Red Storms want for nothing, as their sterling record will attest. None of the players' performance totals are below 40, and the Small Forward has an astounding 60 points! This aptly named squad will lend itself to any offensive or defensive strategy you care to devise!

Syracuse Orangemen

This is one team that you might want to try hitting a few three-pointers with. They've got enough Speed and Power to support their 3-Point stats, which is just what you'll need to break away quick and get in position before a defender can get in your face and spoil your shot.

UCLA Bruins

The only weak spot in the Bruins' stats is a curious deficiency in 3-Point ability. Otherwise, there are a number of excellent pairings on this team, with all sorts off offensive and defensive possibilities. Their ability to pull of a Clutch play is especially impressive.

UNLV Rebels

The Runnin' Rebels have done well for themselves recently, and as their nickname suggests, you should probably plan your strategy around a running game. If you utilize their Stealing, Passing and Dunking abilities to the fullest, your opponents may have a hard time completing plays.

South Carolina Gamecocks

The Gamecocks have some pretty good performance point totals, but most players seem to be woefully deficient in one area or another. Be careful with your pairings and substitutions, or you may find the opposing team blowing past you in the final minutes of the second half.

Villanova Wildcats

You'll want to plan most of your strategies around the Center, Shooting Guard and Small Forward. The Power Forward and Point Guard are not bad players overall, but the former is a bit too slow and the latter tires too easily to rely on for long periods of time.

Virginia Cavaliers

Luckily, there are five players on each roster because even if one of your players is not up to snuff, you've got four others to see you safely through a game. This is the case with Virginia, and unless there's some sort of emergency, you can ignore the Power Forward completely.

USC Trojans

Here's yet another well-balanced squad that will lend itself to almost any sort of strategy. You'll be able to use each player in a variety of ways, and if you keep your game plan flexible, you can keep your opponents guessing. They'll never know what to expect next!

Wake Forest Demon Deacons

The Demon Deacons don't have especially good Power or Clutch ratings, yet they often make a few surprising plays late in the halves, somehow. Though most of their stats are above average at best, the players seem to work off of each other's strengths very well.

FAB FINAL FOUR

TOURNAMENT WINNING %
(OVERALL)

1 Kansas (51-24) .680
2 Oklahoma State (25-13) .658
(Includes games prior to 1955)
3 Oklahoma (20-14) .588
4 Kansas State (27-25) .519
5 Missouri (13-16) .448
6 Colorado (8-10) .444
7 Texas (13-17) .433
8 Iowa State (5-8) .385
9 Baylor (3-6) .333
10 Texas A&M (3-7) .300
11 Texas Tech (3-10) .231

FINAL FOUR APPEARANCES

1 Kansas 10
(Tied for 4th place in NCAA records)
2 Oklahoma State 5
(Four were made before 1955)
3 Kansas State 4
4 Oklahoma 3
5 Colorado 2
5 Baylor 2
5 Texas 2

Wisconsin Badgers

The Badgers' default stats are liberally sprinkled with ones, so you'll need to use their extra performance points if you want to bring them anywhere near a championship tourney. Speed and Blocking seem to be the things they've got going for them, but that's not saying much.

WHEN YOU GET THE ITCH FOR HOPPING ACTION, SCRATCH IT WITH GAMETEK'S FRANTIC FLEA

FLEA FOR YOUR LIFE!

A FLEA NAMED FRANTIC STUMBLES INTO A MACHINE THAT TRANSFORMS HIM INTO SUPER FLEA! NOW, IT'S UP TO FRANTIC TO SAVE FLEAWORLD FROM THE INSIDEO INVADERS. HE HAS A SPIN ATTACK, A DASH AND A WHOLE LOT OF ARMS, BUT 18 STAGES OF ALIEN INFESTATION MAY BE THE ULTIMATE TEST.

FRANTIC FLEA™

1995 Haüs Teknikka

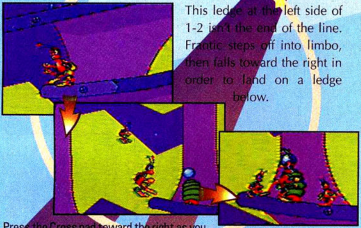
WHACKY LABS

Frantic flees into a laboratory where he finds fiendish experiments to subjugate flea-kind. Electrical zappers keep Frantic hopping for his life while Insideos try to collar the escaped Minifleas. You'll learn the basics of flea survival, collecting up to 28% of your little buddies.

1-2

DROP ON IN

This ledge at the left side of 1-2 isn't the end of the line. Frantic steps off into limbo, then falls toward the right in order to land on a ledge below.

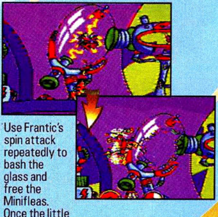


Press the Cross pad toward the right as you fall from the ledge in order to reach the Minifleas below.

1-3

BREAK OUT

Miserable Minifleas pass through the glass bulb on their way to a terrible fate unless Frantic frees them in time.

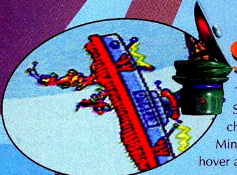


Use Frantic's spin attack repeatedly to bash the glass and free the Minifleas. Once the little guys escape, go below to collect them.

EXIT LOCATIONS

Collect your limit of minifleas, then head for the exit.

1-1	*UPPER RIGHT*
1-2	*BOTTOM RIGHT*
1-3	*UPPER RIGHT*
2-1	*UPPER RIGHT*
2-2	*UPPER LEFT*
2-3	*LOWER RIGHT*



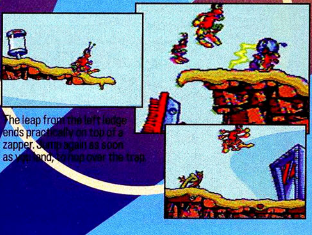
STIKKO HILLS

Things get turned upside down, or at least sideways, in the Stikko Hills. Stikko pads force Frantic to walk vertically and the change of control functions may mess with your mind. Many Minifleas must be rescued from Painpods while Insideo baddies hover and hop everywhere.

2-1

HOPPING MAD

At the top of Stage 2-1, Frantic leaps into the jaws of ultimate danger to reach the exit door. One jump takes him to the left ledge, then a double hop carries him past the zapper.

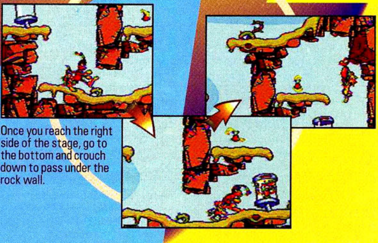


The leap from the left ledge ends practically on top of a zapper. Jump again as soon as you land, to hop over the trap.

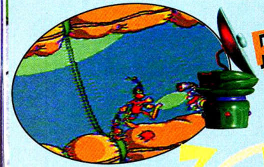
2-2

TO FLEA, OR NOT TO FLEA

The question is, how can you get to the 1-Up on the other side of the rock wall? The answer is simple, duck down and walk through.



Once you reach the right side of the stage, go to the bottom and crouch down to pass under the rock wall.



BOING CENTRAL

Collecting 40% or more of the Minifleas in the three stages of the Boing Central won't be easy, but Frantic gets some elevated help from the Hoverpod. Once you hop aboard, you'll experience the thrill of flying between the Boing Balloons and dodging aerial mines. Come fly the Frantic skies.

EXIT LOCATIONS cont.

3-1
FAR RIGHT

3-2
FAR RIGHT

3-3
FAR RIGHT

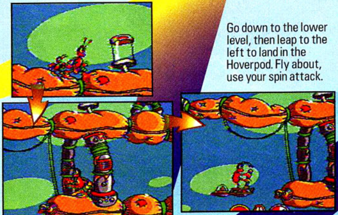
4-1
UPPER RIGHT

4-2
UPPER LEFT

4-3
UPPER RIGHT

THE FLEA FLIES!

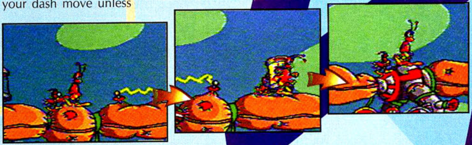
When you get the itch to hover in stage 3-2, go to the far left and leap off into space. The Hoverpod waits patiently for Frantic at the side of the screen.



Go down to the lower level, then leap to the left to land in the Hoverpod. Fly about, use your spin attack.

CRISPY CRITTER

In Stage 3-3, you'll have to charge through the zappers using your dash move unless you want to join the power grid. Push the dash button right at the start.

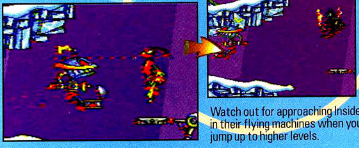


MANIC MOUNTAINS

The ice-coated Mountains of Manik mean major misery for Frantic and his friends. Expect vertical hopping and plenty of Insideo invaders piloting hoverpods of their own. You'll also find Painpods aplenty, so Frantic must live up to his name and dash through the stages.

FLEA CIRCUITS

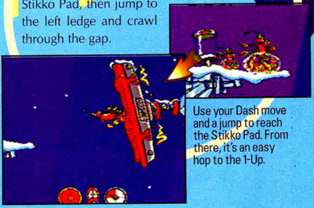
Hovering Insideos become a pain in the antennae for Frantic when he jumps from ledge to ledge. In areas like the one shown here, you have to bounce on the trampoline to reach the upper levels while avoiding the flying foes.



Watch out for approaching Insideos in their flying machines when you jump up to higher levels.

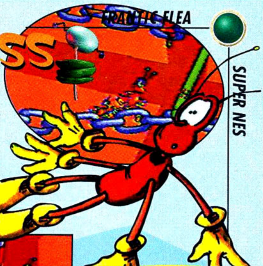
FLEA PAPER

Frantic must stick to his resolve and the Stikko Pad if he wants to reach the 1-Up at the top of 4-3. Dash and jump to the Stikko Pad, then jump to the left ledge and crawl through the gap.



Use your Dash move and a jump to reach the Stikko Pad. From there, it's an easy hop to the 1-Up.

THE FIRST FORTRESS

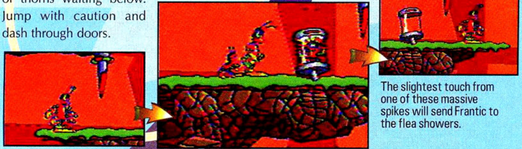


As Frantic closes in on the terrible Destruktokon, he encounters the First Fortress, with its chains of pain and deceptive flea traps. Frantic must go the distance on each path to find enough Minifleas to allow him to escape.

5-2

SPIKES AND SPANS

The spikes in Stage 5-3 and beyond take many forms. The worst of them appear and disappear from holes. Frantic can't make blind jumps as in earlier stages because there might be a bed of thorns waiting below. Jump with caution and dash through doors.



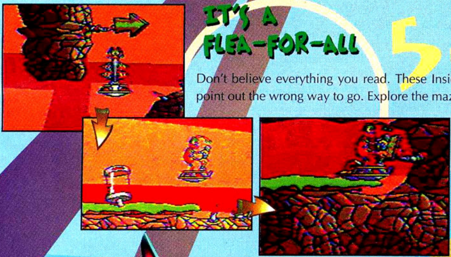
The slightest touch from one of these massive spikes will send Frantic to the flea showers.

MORE EXIT LOCATIONS

5-1
FAR RIGHT

5-2
BOTTOM RIGHT

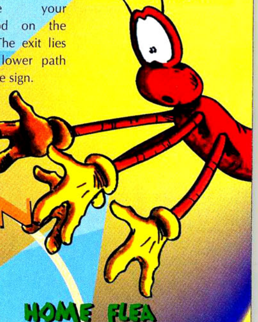
5-3
LOWER RIGHT



IT'S A FLEA-FOR-ALL

5-3

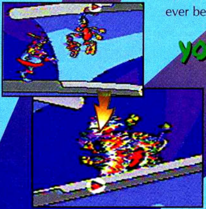
Don't believe everything you read. These Insideo signs in Stage 5-3 point out the wrong way to go. Explore the maze on your own, taking extra care not to puncture your Hoverpod on the spikes. The exit lies on the lower path below the sign.



INSIDE THE DESTRUKTOKON

The final and most flea-rocious challenge for Frantic comes inside the invasion ships of the Destruktokon fleet. He must collect more than 60% of the Minifleas in each stage while dodging more Insideos than ever before. As always, look for Miniflea gathering grounds.

THE END

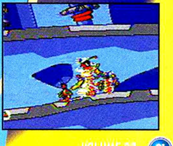


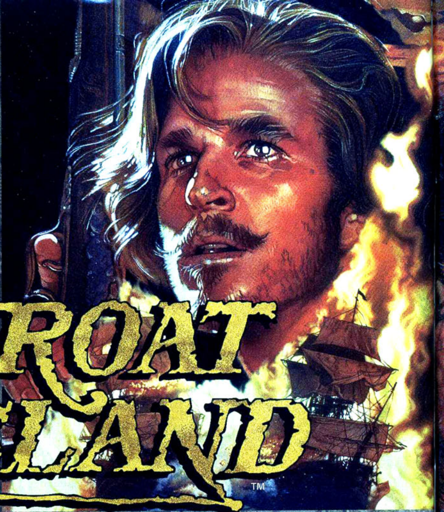
YOU GOT FLEAS

Watch out for Insideos patrolling the paths above you. Frantic must leap between multiple paths throughout the Destruktokon stages and face the threat of leaping blindly into danger.

HOME FLEA

After clearing the alien ship, only one task remains. Frantic must break into the prison where minions of Minifleas have been held since the beginning of the invasion.





CUTTHROAT ISLAND™

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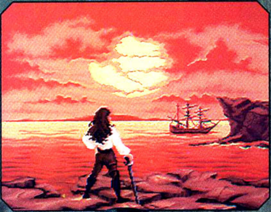
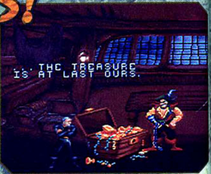
DUELING FOR DOUBLOONS!



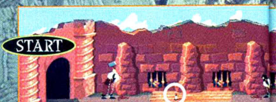


...THE TREASURE IS AT LAST OURS.

The hunt is on for buried treasure! The long-lost hoard from a Spanish galleon lies buried on mysterious Cutthroat Island. Morgan Adams, the gutsy daughter of a notorious pirate, is determined to grab the gold, but to recover it, she'll need to find three pieces of the map to Cutthroat Island. Acclaim's 16-meg, 11-stage side-scrolling game delivers scads of swordplay. Realistic sprites, the exotic setting and an exceptionally strong story line more than make up for the simple game play and irksome lack of a password feature.

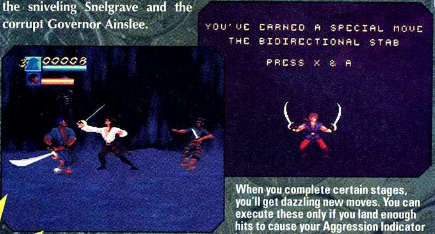
BREAKOUT!

High-born William Shaw has given up a life of ease for one of adventure in His Majesty's Royal Island Colony of Jamaica. Arrested for theft, the swashbuckling scholar finds himself breaking rocks in prison as he awaits being sold into slavery! The time he spent at university studying Latin is about to save his roguish neck, though. Needing Shaw's help to translate a piece of the map to Cutthroat Island, Morgan Adams breaks into the big house to break Shaw out!



RUSH TO THE GOLD

Morgan starts out with one piece of the treasure map. Teaming up with dashing rogue William Shaw, she'll have to find the other two pieces before setting sail on the Morning Star for Cutthroat Island. Unfortunately, colonial Caribbean is thick with scoundrels who have their own designs on the loot! None is meaner than Dawg Brown, who's made many a man walk the plank. Dawg's cohorts in crime are the sniveling Snelgrave and the corrupt Governor Ainslee.



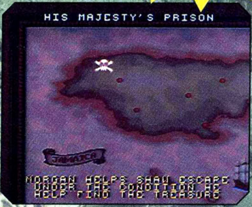
YOU'VE EARNED A SPECIAL MOVE
THE BIDIRECTIONAL STAB
PRESS X & A

When you complete certain stages, you'll get dazzling new moves. You can execute these only if you land enough hits to cause your Aggression Indicator in the upper left-hand corner of the screen to flash.

EXCLUSIVE!
LOCATIONS OF 4 TREASURE CHESTS REVEALED

PAIR UP YOUR PARRIERS

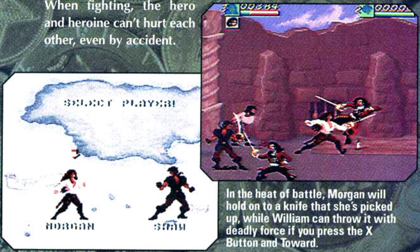
Battle to the booty alone or double your fencing fun by plugging a second controller into your Super NES and fighting with a friend. In two-player mode, take special care when you reach the quarry. Steering the quarry cart will require close teamwork. When fighting, the hero and heroine can't hurt each other, even by accident.



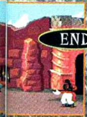
HIS MAJESTY'S PRISON

MORGAN HELPS SHAW ESCAPE UNDER THE CONDITION HE HELP FIND THE TREASURE

Keep a keen eye out for Dawg and Snelgrave as you journey from Jamaica to remote Cutthroat Island. These two scoundrels would love to beat you to the booty!

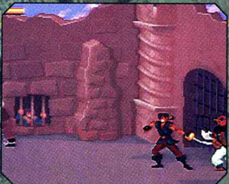


In the heat of battle, Morgan will hold on to a knife that she's picked up, while William can throw it with deadly force if you press the X Button and Toward.



GUARDS! STOP THEM!

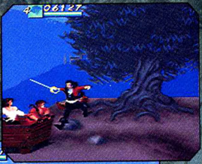
Redcoats with rapiers will try their hardest to cut short your piratical career. Unfortunately for them, their rigid military training leaves them ill-prepared for a cunning adversary. Mix up your attack. Thrust with your sword a few times before leaping out of the way.

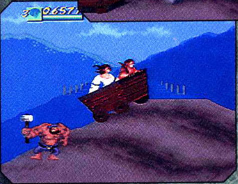


The Warden hacks with his halberd blade, then fires when you retreat. If you back him into this corner, though, you can defeat him without suffering a scratch yourself.

QUARRY CART

With Redcoats in hot pursuit, our heroine and hero leap into a mining cart for a wild trip! Because you can't control the cart's speed, you'll need split-second timing to dodge the trees, boulders and big bruisers. Slam into the Redcoats to gain frequent-fugitive points. Refer to the directions below for a safe and worry-free trip.



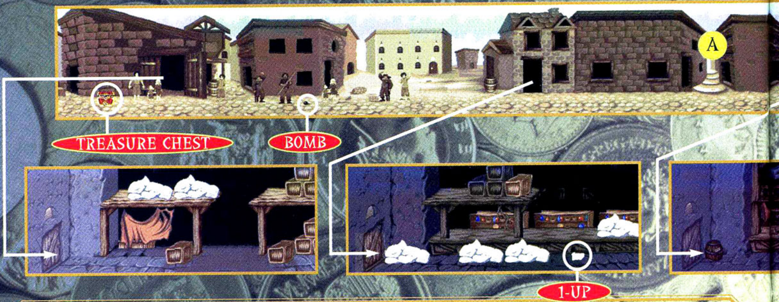


TRACKING THROUGH THE QUARRY

TOP-ROCK. DOWN-TREE-TREE-ROCK. TOP-BIG ENEMY. DOWN-ROCK. TOP-ROCK. DOWN-TREE. TOP-BIG ENEMY. DOWN-TREE. TOP-ROCK-ROCK-BIG ENEMY. DOWN-ROCK-END.

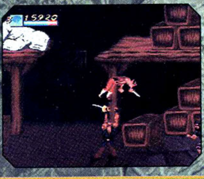
SPITTALFIELD

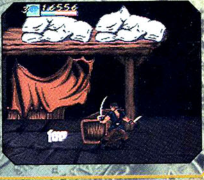
Many a mangy sea dog and ruthless highwayman has taken up residence in this hard-bitten hamlet on the Spanish Main. Skilled in sword-to-sword combat, these rogues won't give up as easily as the Redcoats did. Use any means necessary to make it to the tavern run by Morgan's Uncle Mordechai, who holds the remaining piece of the map. Unfortunately, Dawg Brown and his henchman, Snelgrave, have dropped in to swill some grog!

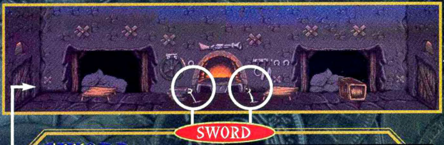


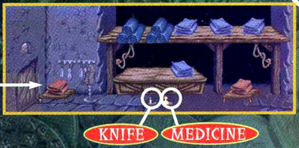
WINNING A 1-UP

After picking up the treasure chest, clean the scurvy squatters out of the nearby sail shop to make a 1-up appear. Head down the mean street to the bottle shop, where you can pick up a 1-up, then fight the blowhard glassblowers on your way out. In both places, your little enemies can drain a lot of energy with their quicksilver attacks. Try grabbing them and tossing them over your head.



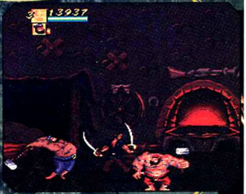


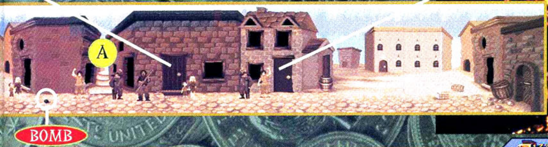


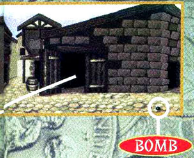


SWORD HOARD

After you pick up the bomb, your first stop in Spittalfield should be the blacksmith's shop. Toss the bomb at the first big smithy you see, then grab a sword and fight for your life! Use your bi-directional stab when enemies surround you.

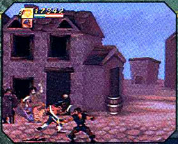




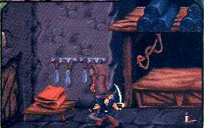


POINTS TO VICTORY

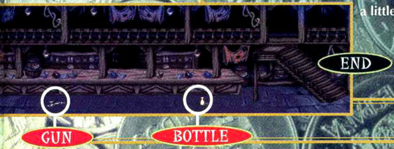
A steady stream of villains will attack you in Spittalfield. Keep beating them. When you rack up 30,000 points, you'll earn a Continue, good for three new lives if you ever cash out your Energy Meter. If the action gets a little too hectic, skip into a back alley or shop. When you return, the coast will be clear, at least for a little while.



Keep attacking your foes, even when they've disappeared off the side of the screen.

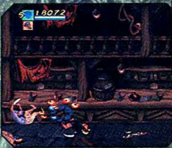


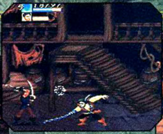
In the tailor's shop, grab the knife, then replenish your energy with a swig from the medicine bottle.

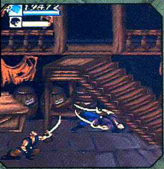


TAVERN TROUBLE

Bomb the first big brawler, then dispatch the remaining ruffians with your sword. Don't use the pistol until you face Snelgrave. Avoid picking up the bottle, because then you'll have to drop the pistol. When Snelgrave appears, stick to the left side of the screen and fire away.



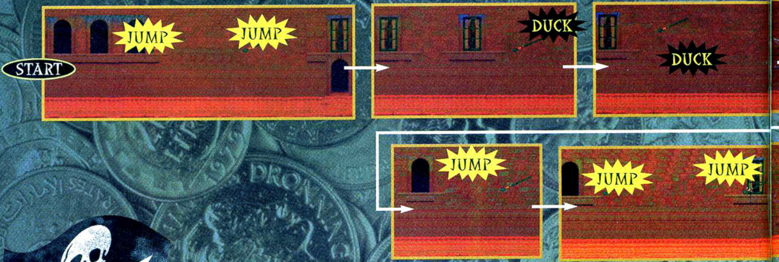




Crouch and stab up at Uncle Mordechai until he cries "uncle" and drops the third piece of the map.

CARRIAGE CHASE

Having grabbed the precious third piece of the map, Morgan and William have outraged Governor Ainslee, a lowlife in high office. The knavish governor sends his Redcoats in hot pursuit, but he hasn't counted on the resourceful rogues leaping aboard a passing carriage! You'll have to dodge cannonballs and flag poles while fending off the rapscallions who are trying to win the hefty bounty on your head. As the carriage races along, one false step could end your pirate career—forever!

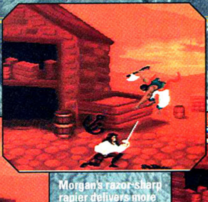


THE HARBOR

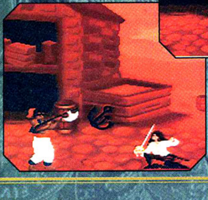
After you leap off the high-speed carriage, it's only a few short steps to the dock where your pirate ship lies at anchor. Before you can rejoin your crew aboard the Morning Star, though, you'll have to pay a social call on the Harbormaster. A bribe would normally work wonders with this corrupt flunky, but he has his greedy eyes on the big reward that Governor Ainslee has put on your head!

MASTER THE HARBORMASTER

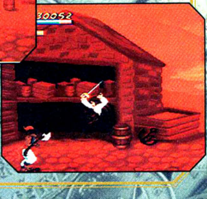
Long experience taming the toughs of the Spanish Main has made the Harbormaster a formidable opponent. He's mastered the fighting techniques of brigands from Britain to Baja California. Think you can retreat? He'll shoot you with his rifle and slash at you with his halberd. Get too close, and he'll dive in for some mano-a-mano combat!



There's no safe harbor in which to hide from the Harbormaster. Crouch low and stab up at him with your sword.

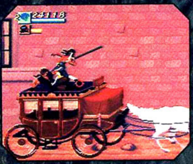


Morgan's razor-sharp rapier delivers more damage per attack than William's heavier sword.

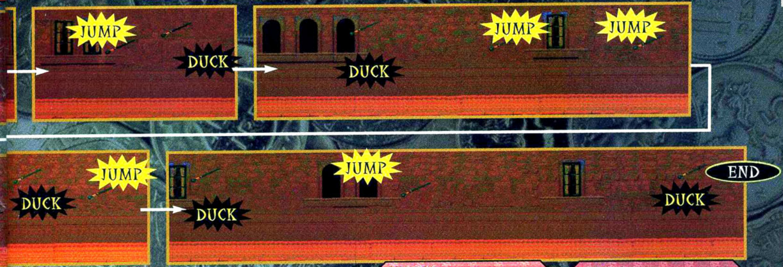


SLIDE AS YOU RIDE

To avoid the green flagpoles, duck and slide by pressing Down, Toward and the Y Button. If you want to live dangerously, you can jump over the lower poles, as shown in the map. Be warned, though, that jumping increases your chances of falling to the rocky pavement. With so much going on, don't try to impress onlookers with your flashy swordplay. Whenever a bounty hunter drops on the carriage roof, knock him off with a slide kick.

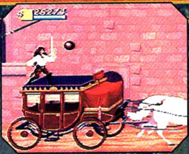


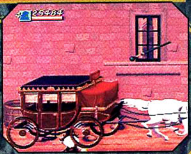
Turn those nasty poles to your advantage. The battling bad guys may not see one speeding toward them. Ouch!



CANNONBALL RUN

Anchored in the harbor, His Majesty's warships are taking target practice at you. Avoid the cannonballs by staying on the near edge of the carriage. If you move away, you may lose your head! When a bounty hunter leaps aboard, slide-kick him off. Remember, jumping increases your risk of falling.



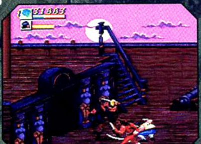


MORNING STAR MUTINY

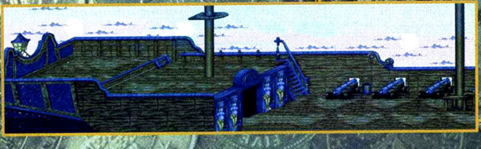
There's no honor among pirates. That's a lesson Morgan and William are about to learn all too well! While Morgan was away, her madly jealous first mate, Scully, sowed seeds of dissension among the crew members. Scully's skullduggery is about to bear deadly fruit as the Morning Star crew erupts in mutiny!

ALL HANDS ON DECK!

With no place to run and hide, you'll have no choice but to leap into the frenzied fray on the main deck! Watch out for the peg-legged pirate. He'd love to take a swipe at you with his hook! If you finish your enemies quickly, you'll have plenty of lives left for searching Cutthroat Island.

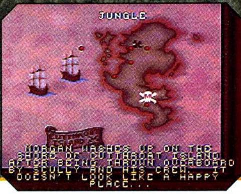


Surrounded? Back up to this doorway so you'll have to face mutineers on only one side.

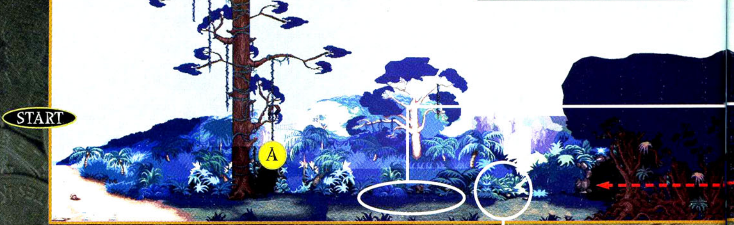


THE JUNGLE

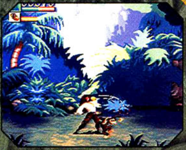
The three map pieces have led you to the long-lost land of Cutthroat Island! With the Morning Star anchored offshore, you'll make your way to the beach and a trackless jungle that's filled with ferocious beasts and treacherous quicksand. Fortunately, a series of caves honeycombing the island allows a quick trip through this perilous stage.



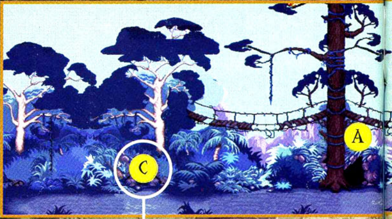
MORGAN WASHES UP ON THE SHORE OF CUTTHROAT ISLAND AFTER BEING THROWN OVERBOARD BY SCULLY AND HIS CREW. IT DOESN'T LOOK LIKE A HAPPY PLACE...



SHOCK THE MONKEY

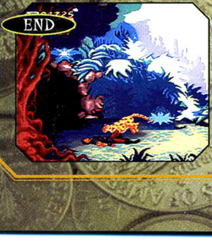


Fingers left the three pieces of the map to his heirs but neglected to warn them of the island's dangers. This menacing monkey doesn't like buccaneers horning in on his turf. Fast on his feet, he easily eludes most sword thrusts. It's better to slide-kick the surly simian back into the woods.



TROPICAL TROUBLE

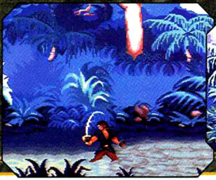
There's plenty of jungle for your exploring pleasure, but you can dash through fairly quickly if you enter Cave A right after coming ashore. When you exit, head left and duck into Cave C, where you'll find even more jungle. If you try to return, you'll find yourself in a cavern concealing one of the five treasure chests for the Cutthroat Island contest! Now return to the jungle and head right to get to the cliffs.

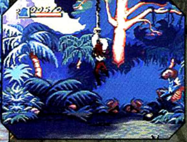


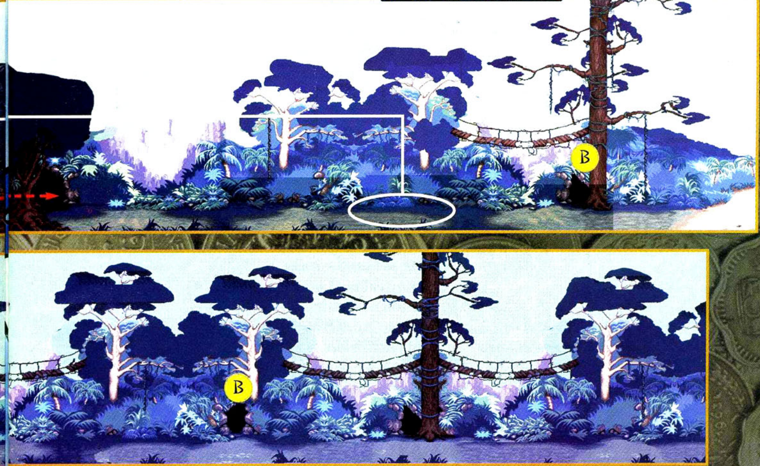
This ocelot will have you for lunch unless you slide-kick.

THAT SINKING FEELING

Morgan's ancestor, Fingers Adams, was the only person ever to escape Cutthroat Island alive. Legend has it that some of Fingers' pirate pals sank into this quicksand pit, never to return. Avoid that sinking feeling by climbing a nearby vine and leaping from branch to branch until you've reached solid ground.

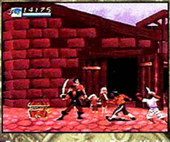




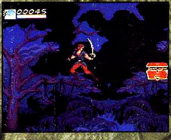


DIG UP BURIED TREASURE

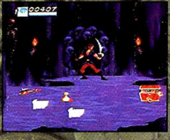
No self-respecting pirate would pass up a chance to find booty, and neither should you! Take the time to find the five treasure chests that the code jockeys at Acclaim have hidden throughout the game. When you've dug up all five, three questions will appear. Send in the correct answers, and you'll have a chance to win valuable prizes, including a real-life treasure hunt in the Florida Keys! Other prizes include gold bars, movie passes and the video of Cutthroat Island.



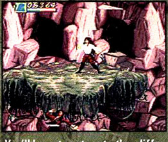
From the start of the Spittalfield stage, duck through the back alley and head to the far left to find this treasure chest.



In the jungle stage, duck into Cave C. When you try to return, you'll find this branch holding up a treasure chest.

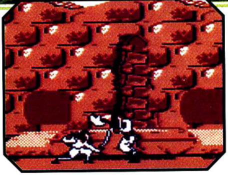


In the treasure cavern, jump on a floor switch and head right to a moving platform that takes you down to this treasure chest.



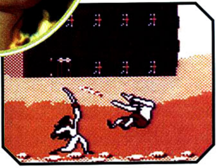
You'll have to return to the cliffs after finding Fingers' buried treasure. When you reach this pair of doors, enter the one on the right.

Get ready for 10 stages of rollicking action on the Spanish Main as you search for buried treasure on . . .



Matters go badly awry when Morgan breaks into prison in hopes of finding someone who can read the Latin inscription on her map piece.

SUPER GAMEBOY
PALETTE 3-E



CUTTHROAT ISLAND

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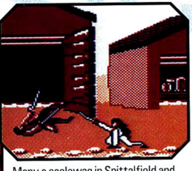
Acclaim has made sure that hand-held afficionados don't miss out on the swashbuckling fun by rolling out a Game Boy version of Cutthroat Island. Join Morgan Adams as she thrusts and parries her way from His Majesty's Colony of Jamaica to a legendary lost treasure buried on uncharted Cutthroat Island!

A LASS WITH A CUTLASS

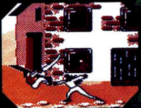
Working a bit of programming magic, Acclaim kept 10 of the 12 stages from the Super NES version of Cutthroat Island, jettisoning only the Quarry and Carriage Chase. Play starts out with Morgan Adams and her trusty rapier, but you can add to your arsenal by picking up knives, bombs, pistols and bottles. Like the 16-bit version, players can restore energy by grabbing food or medicine, unlock doors with keys and grab 1-ups. The lack of Super Game Boy enhancements may bother some, but players with a hankering for relentless action and a strong story should check out this non-stop swordfest!



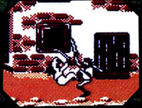
Many a scalawag in Spittalfield and Spittalfield Tavern is determined to relieve Morgan of her map pieces.

DIFFERENT STROKES FOR FIGHTING FOLKS

Morgan's father, Harry, taught her everything he knew about the sweet science of sword fighting. As she thrusts and parries her way to the treasure, Morgan will learn new attacks. These are only available after she's landed a string of successful hits, causing her Aggression Indicator to light up.



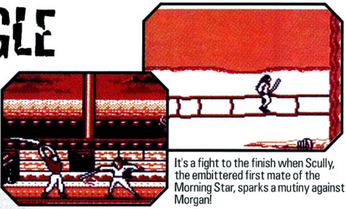
The Charging Lunge is particularly potent against buccaneers brandishing big broadswords.



Unleash the Thunder Roll when your nasty nemeses least expect it.

BEYOND THE JUNGLE

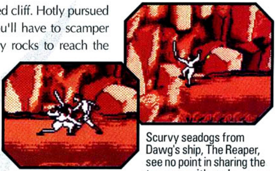
Dawg Brown, a pirate of unspeakable cruelty, dogs Morgan every step of the way through Jamaica and over the bounding main to Cutthroat Island. Even then he won't let up, pursuing Morgan as she slashes her way through a trackless jungle and descends a sheer cliff to reach the treasure cavern.



It's a fight to the finish when Scully, the embittered first mate of the Morning Star, sparks a mutiny against Morgan!

CLIFFS

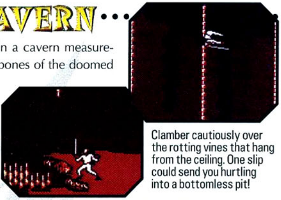
The jungle ends abruptly at a sea-soaked cliff. Hotly pursued by a company of British Redcoats, you'll have to scamper down fragile vines and across slippery rocks to reach the entrance to the treasure cavern. It seems that Dawg will win a full pardon if he can deliver half the treasure to Governor Ainslee of His Majesty's Island Colony of Jamaica. The corrupt governor has dispatched the Redcoats to bring home his share!



Scurvy seadogs from Dawg's ship, The Reaper, see no point in sharing the treasure with you!

TREASURE CAVERN

The glistening treasure lies buried in a cavern measureless to man! Tread carefully by the bones of the doomed pirates from the Sea Devil and stab at the bloodthirsty bats swirling in the gloomy air. Fortunately, your human pursuers got a big case of the willies when faced with the prospect of entering this dank den.



Clamber cautiously over the rotting vines that hang from the ceiling. One slip could send you hurtling into a bottomless pit!

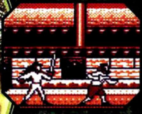
COVE

You have the treasure, but your troubles have just begun! Governor Ainslee is waiting for you on the beach outside. True to his greedy nature, Ainslee wants all the booty for himself! Your most cunning opponent yet, Ainslee deftly dodges many of your moves, then thrusts with lethal accuracy. Make sure you've mastered your blocking maneuver and your bonus attacks, or you'll never see Kingston again!

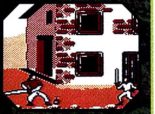
Only a savage swordfighter could rule a wild and lawless colony like Jamaica.

IT TAKES CUNNING AND GUILE TO MAKE IT TO THE TREASURE ISLE

It's not easy being an honest citizen in Spittalfield, but a few plucky souls are up to the task. These forthright folk take the law into their own hands, tossing bottles and bombs at the swordfighters clogging the streets. You can get hurt by these flying objects, but so can your opponents.

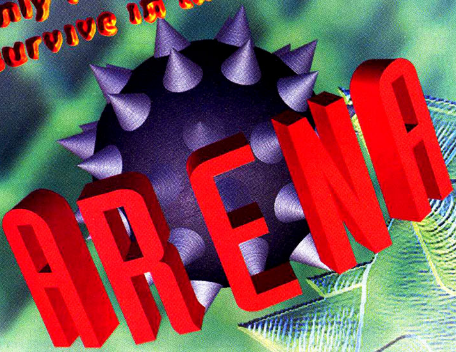


After knocking a rival flat on his back, dash to the other side of him before he can get up.



The fuses on the bombs are set to go off after a few seconds, giving you plenty of time to get away.

Only the STRONG survive in the...



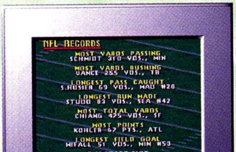
KILLER INSTINCT

The Killer Instinct Battle Zone challenge continues! This month we want your coolest Glacius scores. Select Glacius and give your opponent some serious frost bite in two-player mode. The top scores that break the ice will dominate the icy realms of the Battle Zone and the ten best players will receive four Super Power Stamps!

CHALLENGE #1

MADDEN '96

Super Bowl hysteria and hype is gone until next year, but the MVPs for Madden '96 have yet to be named. Send in your top world records to the Arena. We'll post the names of the best players in every category, from yards passing to the most points scored in a single game. In the event of a twenty-way tie for longest field goal or longest run made, the winner's names will be printed on a first come, first served basis. Take a shot of your Madden '96 World Record Screen and mail it in to the Arena today!



NFL RECORDS

MOST YARDS PASSING
SCHMIDT 310 YDS., MIN

MOST YARDS RUSHING
VANCE 255 YDS., TB

LONGEST PASS CAUGHT
S.HOSIER 69 YDS., MAD #20

LONGEST RUN MADE
STUDD 83 YDS., SEA #42

MOST TOTAL YARDS
CHIANG 475 YDS., SF

MOST POINTS
KOHLER 67 PTS., ATL

LONGEST FIELD GOAL
WIFALL 51 YDS., MIN #53

B,X,START:EXIT

CHALLENGE #2

SUPER MARIO KART

Due to popular demand, the Mario Kart Challenge is back! Rev up your engines and grab a red shell–the new challenge series includes a whole new selection of tough tracks. This month we're looking for the fastest times for Koopa Beach on the Star Cup Circuit. How fast can you drive and keep the sand out of your ears? Pick your favorite racer (Donkey Kong is our personal favorite, but watch the turns) and glue your thumb to the accelerator. The top ten times scoot away with four Super Power Club Stamps!

CHRONO QUIZ

CHRONO TRIGGER

If you've ever hung out in Nintendo Source's Power Circuit chat room on AOL, you already know that Chrono Trigger trivia is a hot conversation topic. Take the following quiz for fun and see how you measure up. Remember, people in the chat room don't have time to look up an answer in the Player's Guide. The answers will be in the next issue of Nintendo Power.

1. **Name the Dome where you find the hungry people in A.D. 2300.**
2. **What does the Wallet item do?**
3. **Where do you find the Zodiac Cape?**
4. **Name Ayla's village.**
5. **Which Rock allows you to execute the Poyozo Dance?**
6. **What do you pour on the grave in A.D. 1000?**
7. **Name the town where you find the Black Rock.**

YOSHI'S ISLAND

Scored 100% in all levels in World 3

Jeff Bylinowski	Indianapolis, IN
Jeffrey Davies	Plymouth, MI
Rich DeBaker	West Homestead, PA
Alex De Franca	Cliffside Park, NJ
Michael DeHart	Kent, WA
Christopher Duncan	Springfield, VA
Alan Gross	Schererville, IN
Dale Knight	Calgary, AB
Brad Lichtblau	Olympia, WA
Tom Lyman	Chicago, IL
Kevin Moot	Eden Prarie, MN
Josh Nickerson	Homer, LA
Janet Petrocelli	Deltona, FL
Stefan Ritter	Islip, NY
Kenny Sundberg	Satellite Beach, FL
Derek Thornton	Lubbock, TX
Brian Underwood and his Cat	West Chester, PA
Michele Vargo	Allentown, PA
Vasislis Vitasas	Charlotte, NC
Michael Yeganyan	Glendale, CA

KILLER INSTINCT

Top Combo Scores (Volume 78)

Michael Giguere	St-Nazaire, PQ	1,062,500
Brian, Adrian & Steve Zareno	Carson City, NV	1,057,200
David Crawford	Auburn, WA	1,025,000
Efthimios Georgakakos	Lachute, PQ	1,012,500
Scott Chatterton	W. Clearfield, UT	1,002,500
D. Doroski & M. Larson	Wyncote, PA	993,200
Sylvain Bisson	Ste-Julie, PQ	972,500
Michael R. Simmons	Aiken, SC	935,800
Sean Gary	Walla Walla, WA	922,500
Paul Durias	San Jose, CA	918,000
Myung Park	Columbia, SC	916,500

DOOM

Best 100% times for Episode 1 (Volume 78)

Arick Chan	Yorktown Heights, NY	1:55
Nick Biddle	Baltimore, MD	2:05
Nick Sendelbach	Tempe, AZ	2:10
John Blair	Plainville, CT	2:35
Mike Bogenschutz	Baileys Harbor, WI	2:57
Kevin Klein	Wichita, KS	3:13
Chris Brown	Kokomo, IN	3:24
Austin O'Brien	Stevensville, MT	4:46

DOOM

Best 100% times for Episode 2 (Volume 79)

Jerry Joswick	Riverside, CA	2:45
David Ortega	Winter Haven, FL	2:45
Todd Mayfield	Tracy, CA	3:27
Joshua Hendrix	Gold Beach, OR	4:06
Jesse Francis	Minocaua, WI	4:42

DONKEY KONG LAND

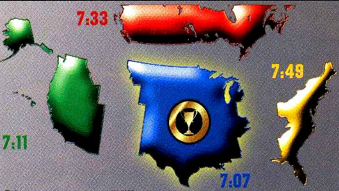
Best 100% Times (Volume 79)

Jeffery Davies	Plymouth, MI	1:33:50
Chris Estes	Batesville, AR	1:39:00
Umesh Babusukumar	Racine, WI	2:20:53
Victor del Rosario	San Lorenzo, CA	2:24:55
Charles & Claudia Schultz	Wheeling, WV	2:33:00
Timothy Westfield	Hansan, MA	2:42:49
Billy Wheeler	Waymart, PA	2:48:17
Carl Fink	Gretna, LA	3:00:00
Robert Uebele	Parkland, FL	3:00:28
Jason Lee	Cubbage, KY	3:05:49
Mike Bogenschutz	Baileys Harbor, WI	3:13:14
Ryan Cunningham	Redmond, WA	3:51:16

BATTLE ZONE

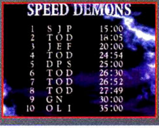
TOP SPEED DEMON SCORES

This month's Battle Zone features the times of the top 25 Killer Instinct Speed Demons. Robert Broussard led the East Coast and all entires with a sizzling time of 5:57, but it was the power trio of Glen Gullickson, Aaron Smith and Mike Bogenschutz that elevated Central into first place.



Top Ten Speed Demon Times

Robert Broussard	Jefferson, GA	5:57
Glen Gullickson	Chippewa Falls, WI	5:59
Martin Chamorro	Azusa, CA	6:12
Aaron Smith	San Antonio, TX	6:22
Jesse Buckler	Las Vegas, NV	6:24
Brian Beltran	El Monte, CA	6:25
Danny Li	El Monte, CA	6:33
Brian Zareno	Carson City, NV	6:47
Mike Bogenschutz	Bailey's Harbor, WI	6:54
Jeremy Wilson	Sandy, UT	7:05



SPEED DEMONS

```
 1   S J P    15:00
 2   T O D    18:05
 3   J E F    20:00
 4   T O D    24:54
 5   D P S    25:00
 6   T O D    26:30
 7   T O D    26:52
 8   T O D    27:49
 9   G N      30:00
10   O L I    35:00
```

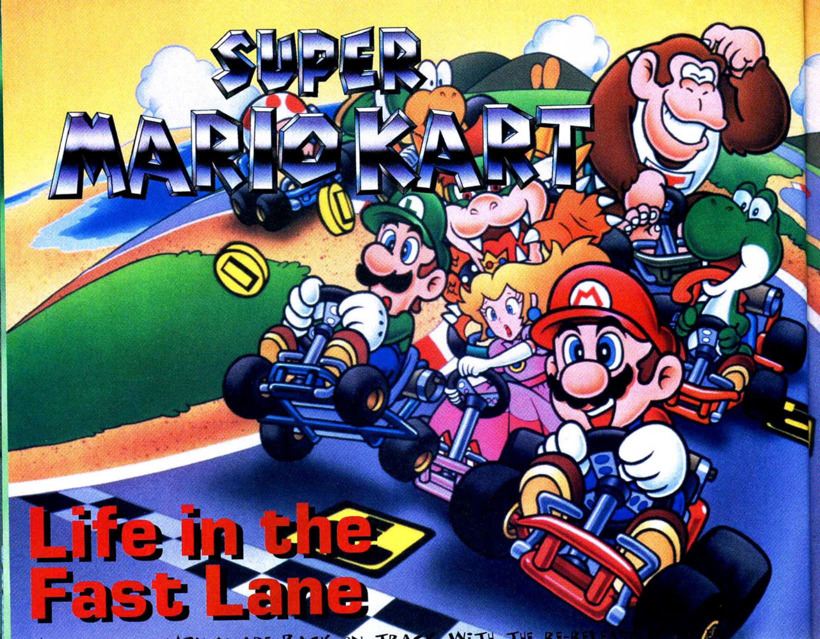
ENTER THE ARENA

Write your name, address and Member Number on the back of your photo, and enter the Arena. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface. Challenges in this issue must be received no later than April 15, 1996. The top qualifiers receive Super Power Stamps.

Address entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

REV IT UP!



Life in the Fast Lane

MARIO AND COMPANY ARE BACK ON TRACK WITH THE RE-RELEASE OF SUPER MARIO KART FOR THE SUPER NES. THIS FIRST RATE PAK WILL MAKE ITS RETURN IN MAY WITH THE SAME CRISP CONTROL, INVENTIVE GAME PLAY AND VARIED LEVELS OF CHALLENGE THAT HAVE MADE IT A BEST-SELLER SINCE IT WAS ORIGINALLY RELEASED. (IF YOU DOUBT US, CHECK OUT THIS MONTH'S SUPER NES TOP 20 LIST!) ON TOP OF THAT, ALL SUPER MARIO KART GAME PAKS (ORIGINAL AND NEW EDITIONS) ARE NOW COMPATIBLE WITH THE XBAND NETWORK! YOU CAN CHALLENGE NOT ONLY THE BEST DRIVERS IN YOUR NEIGHBORHOOD, BUT AROUND THE COUNTRY AS WELL!

Behind the Wheel

In case you haven't been in the driver's seat recently, here's a refresher course on the basics of SMK. GP (Grand Prix) mode pits one or two players against a field of computer-controlled karts in 50cc, 100cc and 150cc classes. Two-player Match mode uses the same karts and tracks as GP mode, but there are no other opponents. In Battle mode, two drivers go head-to-head on maze-like tracks, using weapons and power-ups in a game of motorized tag. Each driver has specific strengths and weaknesses, and you shouldn't have a problem finding someone that fits your driving style.

Need For Speed

Acceleration vs. top speed. Speed vs. maneuverability. Any of the drivers can take the checkered flag, but since each GP and battle track is different, no one can dominate an entire series. Take time to explore your driver's limits and the layout of the tracks.

MARIO

Mario and Luigi have almost identical abilities. They're good overall, and they'd be fine picks for novice drivers.

PRINCESS

She may be royalty, but she gets down and dirty on the track! Acceleration and cornering are her strong points.

BOWSER

Bowser's top speed is pretty high, but he may not be able to take advantage of it on some of the twisty tracks.

KOOPA

This little Troopa is a killer in the corners, and no one can match his stability at the limit. Punch it!

LUIGI

Luigi and Mario also share a weakness: their cornering abilities are not up to their acceleration and top speeds.

YOSHI

Yoshi can also accelerate hard, but he doesn't have quite the Princess's cornering ability. Watch the tight turns!

DONKEY KONG JR.

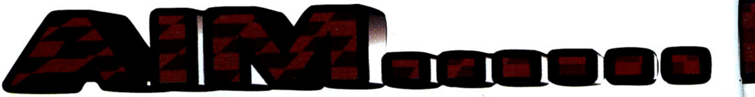
Before Diddy, there was DK Jr.! This hefty monkey has bulk in his favor, and he can bump anyone out of his way.

TOAD

Toad has nearly Koopa's cornering ability, and he's got better acceleration and top speed. He's the top pick for GP vets!

XBAND

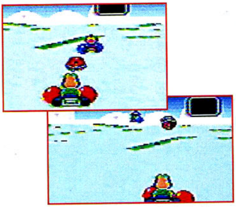
Super Mario Kart joins a growing roster of terrific games for use with the XBAND Network service from Catapult. Using the game, a Super NES and an XBAND modem, you can challenge other racing enthusiasts on the XBAND network to two duels on any of the Battle or Match mode tracks. If a tiebreaker is needed, you'll run one Match race or fight one Battle to determine the winner. It costs just $19.99 to sign up for the service, and this fee covers the modem and one month of unlimited connects. Monthly payment plans vary, and you're charged by your phone company for long-distance connects, just like long-distance calls. You can restrict your connects to local numbers or sign up for the XBAND Nationwide plan, which features discounted long-distance rates from MCI. Check it out!



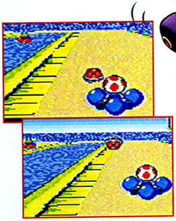
The fun of two-player games comes from the challenge and unpredictability of going up against a live opponent, and the SMK Battle mode is an especially raucous good time! Here are a few tips that will help you in the heat of a battle.

Feathers

Your main defensive power-up is the Feather, which carries you higher and farther than a normal hop. Though it's not foolproof, it's the best way to avoid all those pesky Homing Shells your opponent keeps firing at you!



Watch your opponent's screen and wait for him to fire a shell. You can leap just before the shell hits or hop behind a wall.



You can also use the Feather to switch lanes and get the drop on your foe or collect a power-up before he does.

Best Drivers

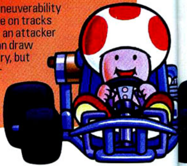
Maneuverability is often much more important than speed in Battle mode, and these two won't steer you wrong!

KOOPA TROOPA

Koopa can turn on a dime and reverse direction in the blink of an eye. This is crucial on tracks with a lot of obstacles to weave around, like tracks two and three. If you start to turn before you get up to speed, you can track an opponent who's circling you and not spin out or lose much momentum.

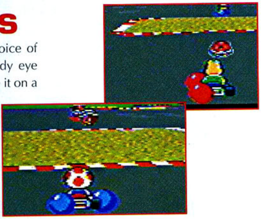
TOAD

Toad is a notch below Koopa in maneuverability but a tad faster. You'll have the edge on tracks one and four, where you can outrun an attacker and duck around a turn before he can draw a bead on you. Spinning out is a worry, but you can power slide very effectively if you're good with the throttle.

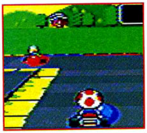


Homing Shells

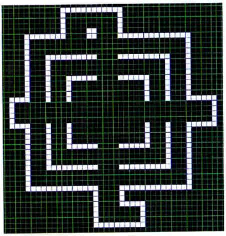
The red Homing Shell is the weapon of choice of battle-hardened veterans, but it takes a steady eye and trigger finger to use effectively. Never use it on a straightaway unless there's nowhere for your target to turn, and if your opponent has a Feather, try to psyche him into using it before you shoot.



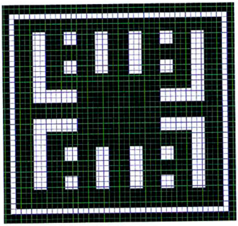
A Homing Shell can turn only so fast, so don't expect it to track around corners well. If you're on the receiving end of one, a quick hop and a course change may throw it off just enough to miss you.



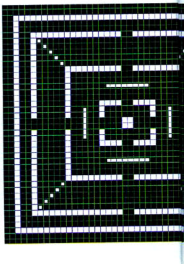
ARENA 1



ARENA 2



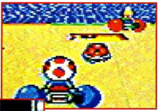
ARENA 3

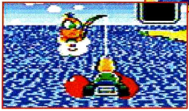


FIRE!

Take a Dive

Another sneaky way to avoid an attack is to jump off the track completely. The Feather can carry you over the wall that borders the track. You'll sit in no man's land until Lakitu comes along to haul you back. If your opponent has a Homing Shell, just hug the outside lane until he makes his move, then take a dive over the wall.





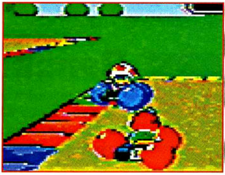
If someone pulls this trick on you, quickly grab another power-up and wait. Lakitu will drop him off near the spot where he jumped!

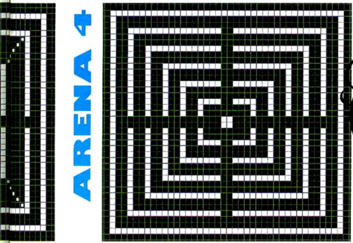
Power-Ups

What should you do when the supply of power-ups runs low? If you like quantity over quality, then clear the track as quickly as you can. Once the power-ups are all gone, they'll reset. If you like a game of cat-and-mouse, try to get a Homing Shell then guard the remaining power-ups.

Invincibility

The Star gives you a speed boost and grants you invincibility for a short period. Not only that, if you touch your opponent when you're invincible, you'll score a hit! Try to catch your opponent and back him into a corner. By the time he's able to turn around, all of his shields will be gone, and you'll be victorious!





Enter the XBAND X-Travaganza!

Grand Prize

One Winner

Win two XBand modems and a year's worth of XBand service, one for you and one for a friend!

Second Prize

50 Winners

Win two Super Power Stamps good towards the purchase of Super Power Supplies!

Official Contest Rules

To enter, print your name, address, telephone number, XBand X-Travaganza, and the answer to the trivia question, "How many drivers are there in Super Mario Kart?" on a plain 3 1/2" x 5" card. Mail your entry to this address:

Nintendo Power
X-Band X-Travaganza
P.O. Box 97085
Redmond, WA 98073-9785

One entry per person, please. All entries must be postmarked no later than April 1, 1996. We are not responsible for lost or misdirected mail.

On or about April 15, 1996, winners will be drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other liknesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after April 30, 1996, send your request to the address above.

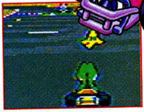
GRAND PRIZE: The Grand Prize Winner will receive two XBand modems and 12 months' worth of XBand local, base service (long-distance service not included). The winner must provide a written release to NOA. Estimated total value of all prizes is $500. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state and local laws and regulations.

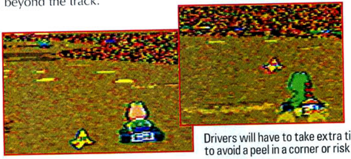
THERE THEY

The key to victory in GP and Match play is to get to know your driver and the individual tracks. With the wide variety of tracks in each GP series, no one driver can dominate an entire circuit, so you'll have to use your skills and power-ups wisely. In Match mode, you'll choose the tracks you race on, so to keep things fair, both players should pick drivers with similar abilities.

Banana Peel Strategy

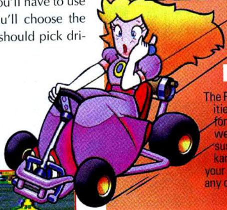
Banana Peels are great for taking care of tailgaters or just thinning out the pack. If you don't have an immediate target, drop it off in a sharp corner. Peels can also be fired ahead of you by pressing Up and A, but they fly very far and often fall beyond the track.





Drivers will have to take extra time and care to avoid a peel in a corner or risk hitting it.

Best Drivers

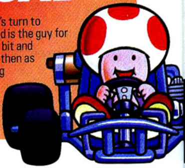


Being small and agile counts for a lot, especially when you start hitting those hairpin turns at full throttle!

Princess

The Princess and Yoshi have very similar abilities, but Her Royal Highness gets the nod for her better cornering ability. Her only weakness is her light weight, making her susceptible to bumps from the other karts. Keep an eye on the track map or your opponent's screen and steer clear of any clusters of karts.

TOAD



Now it's the little mushroom dude's turn to shine! If you like power sliding, Toad is the guy for you. Ease up on the throttle just a bit and do a little hop as you enter a turn, then as soon as your kart's nose is pointing in the right direction, let go of the Control Pad and hit the gas!

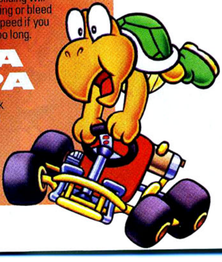
Best Drivers

The other drivers have useful skills, too, and here are a couple that you might want to experiment with.

Bowser

Both Bowser and Donkey Kong Jr. are experts at ramming, but Bowser has a higher top speed. Take advantage of straightaways, but cut corners whenever possible. You can turn pretty well, but because of your weight, power sliding will send you spinning or bleed off too much speed if you hold the turn too long.

KOOPA TROOPA

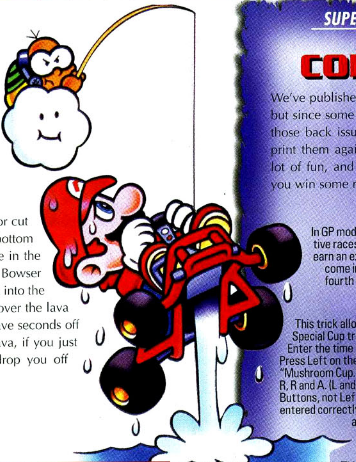


His maneuverability made him the top pick for the Battle mode, but with the varying track conditions in GP mode, there are times you'll wish for a bit more get-up-and-go. You can make up for this by cutting corners whenever you can and saving good power-ups, like Homing Shells and Banana Peels, for crucial moments.

Ramming

Ramming is an often overlooked tactic, but a couple of bumps from someone like Bowser will send most karts spinning out of control and out of action for a good three seconds, at least. If you've got a tight cluster of karts around or behind you, you can create quite a pileup!

GO!



Cut and Jump

Watch for places where you can jump or cut across gaps. For example, look at the bottom curve of Mario Circuit 3. There's a hole in the wall big enough to drive through! In Bowser Castle 2, there's a side track that juts out into the center of the lava pool. You can jump over the lava using a Feather or a Mushroom and shave seconds off your lap time. Even if you fall in the lava, if you just touch the opposite side, Lakitu will drop you off there!

GP Vs. Match

In GP mode, you can turn the crowded field to your advantage by causing pile-ups or otherwise turning the rest of the drivers against each other. In Match mode, you don't have that luxury, and you'll have to rely on your driving skills and knowledge of the tracks to grab the checkered flag. Use the Time Trial option to explore each track and experiment with different drivers. Keep an eye on your opponent's screen to see where they are in relation to you. One last secret tip: if you rev your engine at the right moment before the green light comes on, you'll get a speed boost at the start of a race!

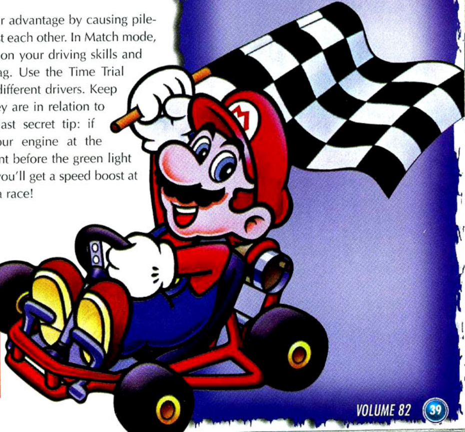
CODES

We've published these codes before, but since some of you may not have those back issues, we thought we'd print them again. These tricks are a lot of fun, and they just might help you win some races!

In GP mode, finish three consecutive races in the same position to earn an extra continue. You must come in first, second, third or fourth for this trick to work.

This trick allows you to access the Special Cup tracks in the Time Trial mode. Enter the time trials and select a driver. Press Left on the Control Pad to highlight "Mushroom Cup." Now press L, R, L, R, L, L, R, R and A. (L and R refer to the L and R Buttons, not Left and Right.) If the code is entered correctly, a Special Cup option will appear below the Star Cup!

This code will pit you against one computer-controlled kart in the Time Trials, but collisions will be disabled. Start a one-player Time Trial, and when you come to the Driver Select screen, press Start on Controller 2. Select a driver with Controller 2, then with Controller 1. Press Start on Controller 1 to begin the race. The computer will control the second kart, but it can't harm you!



DIGIPEN

The Fearless Team

We took you behind the scenes at DigiPen, the video game college, for the first time last August. Now we want to introduce some of the lucky dogs who are studying there, learning to make games, and we'll show you one of the projects in the works. The students at DigiPen work in teams. This month, meet Fearless, a special team including Ryan Higa, Josh Brown and Mark Vaughan, who have created a strategy game they call Red Shift.

Making the Grade

As you might imagine, a lot of people want to make video games. It's not easy to get in to DigiPen, but the students who are accepted are glad to be there.

According to Claud Comair, president of DigiPen, the basic requirements for admittance include being proficient in the English language, maintaining a B average in high school mathematics, and having ideas for game storyboards.

DigiPen is a two-year, six-semester program. Students learn about the basics of game creation in their first year, along with high-level programming. They also study computer math, computer environments, computer operating systems, and the principles of computer graphics.

If you think that sounds like a lot of work, you're right! DigiPen students generally attend classes and workshops 13 hours a day, six days a week. There's no sloughing in this school. You either love video games and attend everything, or you find another field of study.

In their second year, DigiPen students learn about storyboards and game concepts, and create sophisticated games—like Red Shift.

The payoff is almost immediate. Companies like Iguana and Electronic Arts often visit the school to recruit the students. Best of all, Nintendo of America is a major sponsor of DigiPen. Students graduating at the top of their class may get to work on the Metroid, Zelda, and Mario games of the future.

Ryan Higa

Twenty-one-year-old Ryan Higa, from Montebello, California, says he was raised on video games. "I always wanted to know how to make them but it seemed like there weren't any classes you could take. I've been playing them as far back as I can remember, beginning with Pong on the Odyssey 2000. My interest was re-sparked in 1986 when the Nintendo Entertainment System (NES) came out. Being able to play Super Mario Bros. at home was a dream come true."

After graduating from high school, Ryan enrolled in the school of engineering at the University of California at Los Angeles (UCLA). It was while Ryan was at UCLA that he learned about DigiPen. "I read an article in a video game magazine that changed my life. It was about a school in Vancouver, British Columbia that taught video game programming. The school is incredible. I came here with basically no experience and after almost two years of intense dedication, I'm developing the skills and work ethic which I hope will be rewarding in a demanding industry."

Mark Vaughan

Mark Vaughan, who at 27 is the "old man" of the team, grew up on Pong and the Atari 2600. The Vancouver, British Columbia, native learned programming on the Apple II, but his chief love was video games.

After high school, Mark attended the University of Victoria, where he took courses from almost every department as he attempted to find his "true calling in life." In the end, he earned a bachelor of arts degree from Simon Fraser University (in Vancouver, B.C.)

It was Mark's father who opened the way to DigiPen. His father showed him an article in the Vancouver Sun that was titled "Nintendo Opens Video Game School For Nerds." As soon as Mark read the article, he knew his future was sealed.

Josh Brown

When Josh Brown was growing up in Lacombe, Alberta, he enjoyed watching his older brother beat people at video games more than playing them. His family owned an Intellivision, an old 4-bit system. It wasn't until Josh got an Apple computer that he began playing games himself.

Josh, now age 20, says his life changed in 1986 when he first saw the NES. "I was awakened to cool new graphics, rich colors and exciting gameplay. And game after game, Nintendo continued to amaze me. Just when you thought it couldn't get any better than Super Mario or Zelda, Nintendo would release a sequel and it would blow you away."

Because of his love of games, Josh began his college career studying computer science at the University of Alberta but found that he was not really doing what he wanted to do. "All that changed one day when my brother picked one of my old magazines out of my garbage for something to read and saw a little article about a video game programming school in Vancouver."

Extra Effort for Extra Credit

One day last fall, Josh, Mark and Ryan trooped into DigiPen President Claude Comair's office to pitch their idea for an outside project. The budding code-jockeys wanted to develop a real-time strategy game on their own. Teachers at many schools might be shocked by the idea of students asking for extra work, but Comair didn't miss a beat. "Certainly," he replied. In fact, DigiPen may be one of the few schools on the planet where students regularly ask to do extra work.

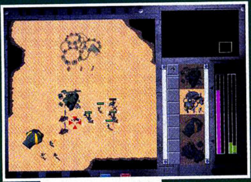
The first thing that Josh, Mark and Ryan had to do was sit down and plan their project. They developed a production book full of details about the game's story, items and goals. They also developed a time line for producing the game. Such elaborate preparation is necessary when crafting one of today's highly complex video games. Gone are the days when a lone developer could write the code, do the artwork, compose the music and write the manual. Developing a game like Red Shift requires close cooperation by team members. Josh, Mark and Ryan worked day and night on the game for six months. It's a good thing they like each other!

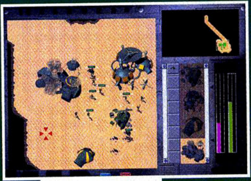
The three students got lots of technical help. That's because Comair scheduled a DigiPen teacher to remain at the school every evening from 5 to 7. While students at many schools are eating dinner, shooting hoops or catching a rerun of Seinfeld, DigiPen students are getting help with frame buffers and C++ code.

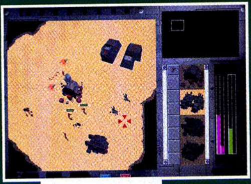
The three students conceived Red Shift as a real-time strategy game. This genre commands a small but fervent following among players who like plotting and brawling in equal measure. Real-time strategy games mix the high head-scratching factor found in turn-based strategy games such as Rise of the Phoenix, with lots of pulse-pounding action. In the bleak futuristic world of Red Shift, players must gather resources, build structures, manufacture weapons and send troops out on search and conquer missions, all the while keeping a wary eye out for sneak attacks. Successful players have to think far ahead but be ready to pump up the adrenalin at the drop of a heat-seeking missile. Ya gotta be cool and collected, got it?

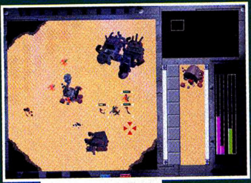
FeARLesS
game developers inc.

RED SHIFT









The Fearless Prototype

Josh, Ryan and Mark definitely aren't the types who claim that the dog ate their homework. After six months on the project, Team Fearless has ended up with a playable prototype that pits clan against clan in a real-time strategy game set in the not-so-distant future. Take a look. If you were handing out the grades, how would you rate Red Shift?

The Red Shift Realm

In the second half of the 21st century, a giant meteor strikes the earth and destroys civilization as we know it. The earth is now ruled by four clans, each competing for total domination:

Cult of Science: Worshippers of the long-lost computer, these post-apocalyptic scientists have devoted themselves to war through science, rather than the science of war. Using their technology to build massive fortresses and enormous weapons, they choose brute force over strategy.

The Corporation: The remnants of a cruel international police squad, the Corporation has mastered stealth technology. Their highly trained espionage squads capture and reprogram enemy units, making the Corporation a formidable foe against even the strongest enemies.

The Seed: Having shunned technology to develop magic, the members of the Seed do not rely on tanks and missiles. Instead, they command demons and imps to do their bidding. If they are lucky, soldiers captured by the Seed are offered as human sacrifices. Unlucky prisoners suffer a much worse fate.

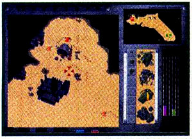
The Gaia Revolutionary Army: Dedicated to rebuilding the earth, the members of the Gaia Revolutionary Army have mastered genetic engineering. Though they eventually want to use their science to bring back nature, they must first use it on themselves, creating an army of super soldiers to fight the evil cults that inhabit the Earth.

A World of Algae Eaters

In order to win your battles and save the world, you must build armies, develop new technologies, fortify bases, and feed your hungry men. After the great meteor strikes, the only food left on the Earth is algae. To keep your armies going, you will have to set up algae tanks to feed your men and post guards to protect your food supplies.

Construction

In Red Shift, the most important unit is the Construction Yard. This is the team that builds the Barracks, Power Stations, and Factories that keep your armies going. Protect your Construction Yard and keep it busy. If you don't, your enemies may eat you along with your algae.



Once the Construction Yard is up and running, you can use it to build other structures, such as a Vehicle Factory.

Reconnaissance

There's no telling what may be hiding nearby in unexplored territory. You may be near an enemy army or an entire enemy base. You may also be near a rich supply of food and materials. The only way to find out is to send reconnaissance squads to map the area.

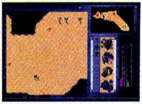
The battlefield remains blacked out in Red Shift until your men explore it. Once they do, the landscape appears on your screen and you can look for supplies and enemy forces.

A lone soldier can map an entire sector, but if he runs into the enemy, he's unlikely to survive. A large squad can survive a skirmish until you send help, but don't send away too many men and tanks or you'll leave your headquarters defenseless.

Resources

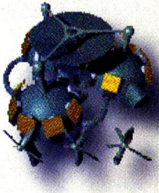
The key to winning every campaign is using your resources wisely. Don't waste materials building unnecessary Factories—you may need those supplies for repairs. Prepare before attacking the enemy, and make sure that your buildings are well defended.

The best defense may be a good offense, but you won't have much of either if you run out of building materials or food.

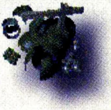


If you fail to manage your resources wisely, your civilization will fail. The enemy can easily wipe out a poorly managed compound.

MANAGE YOUR RESOURCES



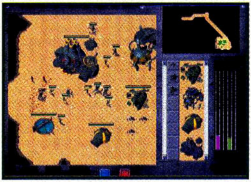
Once players have established a Power Supply, they'll obtain a map that will display the areas they've explored. It's a useful item.

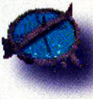


Obtaining the Construction Yard is a primary goal. Players can't build any of the other structures they'll need until they have the yard.

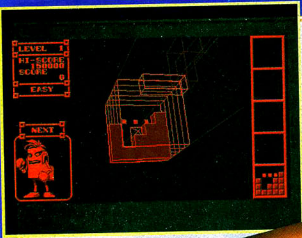
Players can use the Vehicle Factory to create vehicles for various purposes, but they can't use them until they're manned with soldiers.

Players can't have soldiers if there's no place for them to stay, so they must construct Barracks first. Each Barrack will hold a certain number of soldiers.

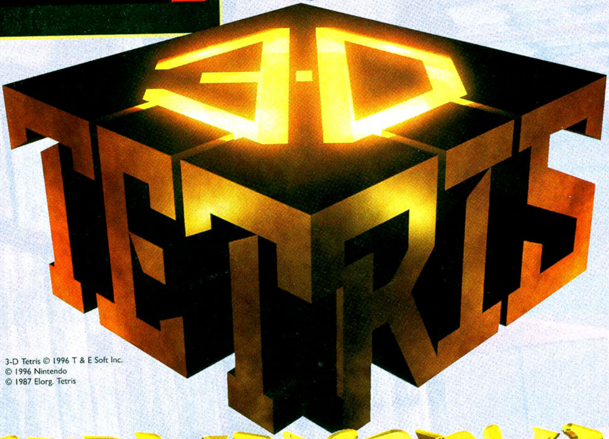




Soldiers can't live on sand alone. Players must construct enough Algae Tanks to feed all of their troops, keeping them fit for active duty.



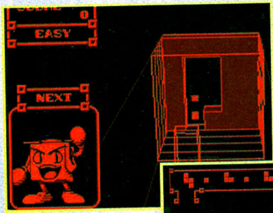
Since its Moscow release in 1985, Tetris has swept across boundaries and created unsurpassed international puzzle hysteria. But the original game of falling blocks and all its sequels were just training exercises for T & E Soft's...

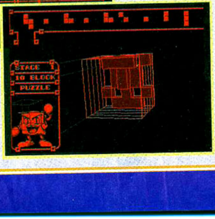


3-D Tetris © 1996 T & E Soft Inc.
© 1996 Nintendo
© 1987 Elorg. Tetris

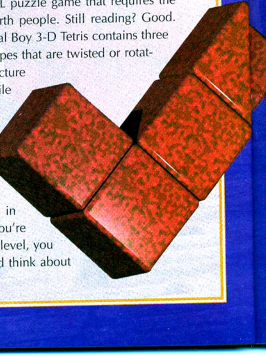
TURN IT! SPIN IT!

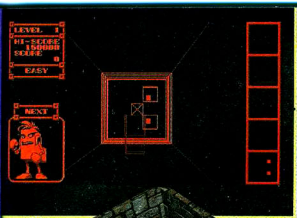
T & E Soft's new title isn't Tetris as you know it. It isn't a puzzle game for button-munching sissies. This is a REAL puzzle game that requires the REAL brain cells of REAL, down-to-earth people. Still reading? Good. Then you have found your game. Virtual Boy 3-D Tetris contains three different puzzle games using block shapes that are twisted or rotated into a stack within a wire-frame structure called the "well." The game is so versatile that it uses every button on the Virtual Boy controller. A battery-backed save option not only saves both high scores and names, but also saves your progress in Puzzle mode, so if you're really stumped on a level, you can take a break and think about your next move.





Pick the 3-D game you want to play. Drop the blocks for a high score in 3-D Tetris mode, or convert the tetrads at the top of the screen into the formula-one race car at the bottom of the well in Puzzle mode.





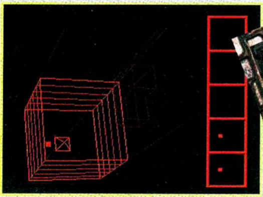
DOWN THE WELL

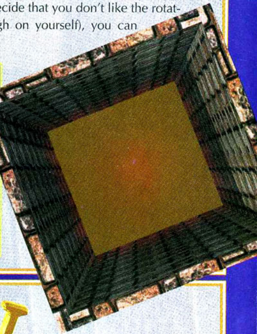
In all three games, the 3-D action revolves around dropping block shapes, known as tetrads, in an orderly fashion onto the floor of a well. An empty well has five layers, or floors. A handy radar display on the right side of the screen shows players the contents of every floor from the bottom up. Stacking blocks sounds easy in theory, but things quickly become complicated.

Get a new perspective!

As the games progress in levels, the tetrads begin to fall faster and faster, which means players have to keep a close eye on the action. One of the best ways to do this is with the rotating perspective. As the gamers place blocks, the well rotates on its base, letting players see all the action from every angle. If you decide that you don't like the rotating perspective (or you want to make things tough on yourself), you can switch it off with a tap of a button.

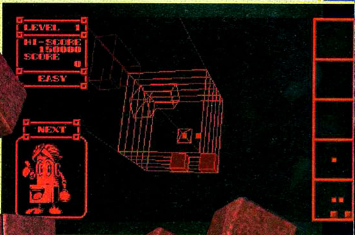
Five floors might seem like a lot of room to maneuver in, but if you mess up and fill the well incorrectly, you'll lose room to play one layer at a time.





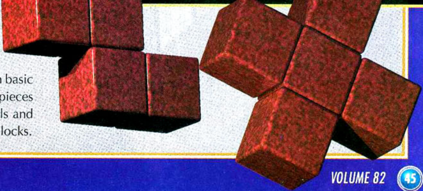
FIND A PERFECT FIT

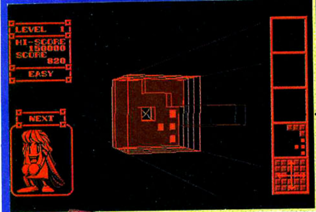
If you've played any previous Tetris game, you remember that all you had to worry about was which way to spin and drop your block. These tetrads rotate, and you have to think about your game strategy in a whole new way. Depending on the shape of the tetrad, a single block might have six different positions, and one of them might be a perfect fit.



Tumbling Tetrads

The original Tetris game had seven tetrad shapes, but all three modes of Tetris 3-D contain new shapes never before encountered in tight situations. Capitalize on the game's third dimension by rotating and flipping each piece as it tumbles down the well. Remember to think in three dimensions. The easy levels of every game start with basic tetrads, blocks with no corners, zigs or zags. The pieces become more complex as you progress though the levels and plunge down the well faster than a truckload of cinder blocks.



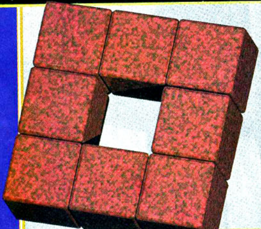


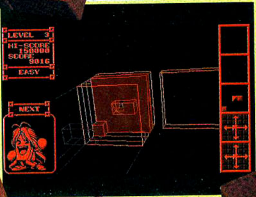
CENTER FILL

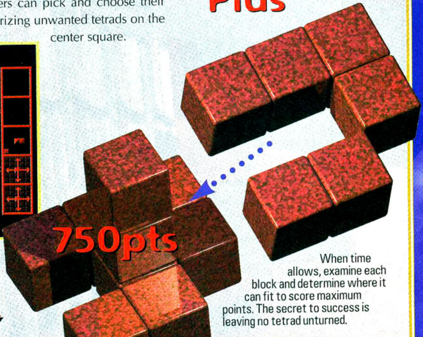
The object of the Center Fill game is to drop tetrads symmetrically around the center square of each well layer, and after the floor is nearly complete, to drop a block into the center square. When the tetrad hits the center hole of a complete layer, the floor is cleared and points are scored. Blocks dropped in the center of an incomplete layer are vaporized.

Middle Square Mania

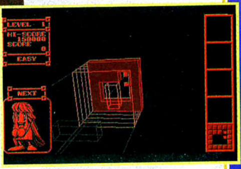
Center Fill mode has three styles of play. Type A allows players to complete as many levels as possible for a high score. Type B is similar, but the lowest well floor contains random obstacle blocks. Clear It, the third Center Fill game, has individual stages made up of ten floors per stage. In all three games, players can pick and choose their blocks, vaporizing unwanted tetrads on the center square.





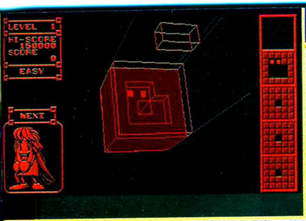


When time allows, examine each block and determine where it can fit to score maximum points. The secret to success is leaving no tetrad unturned.



The More Points the Better

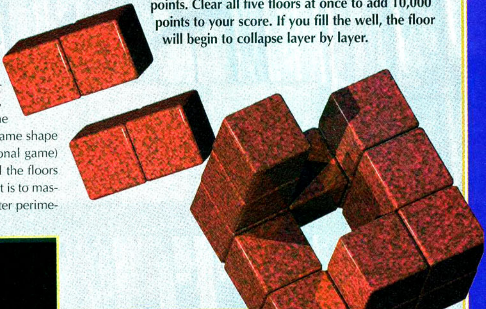
As the Center Fill game progresses, complex tetrads begin to fall faster than raindrops in a thunder storm. The trick to nailing a high score is to clear your blocks perfectly at the beginning of the game and then to try to hang on as the levels progress. Thankfully, 3-D Tetris has a user-friendly button configuration that is easy to master. Spinning and rotating tetrads become second nature, letting you immerse yourself in a virtual world of tumbling blocks.



LEVEL 1
HI-SCORE 150000
SCORE 0
EASY
NEXT

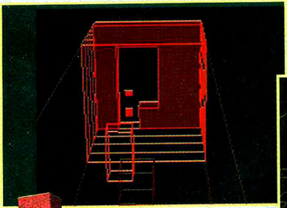
3-D TETRIS

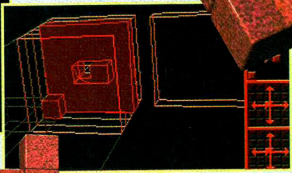
Virtual Boy 3-D Tetris is just like the original Tetris game, but you must place the pieces in a three dimensional environment. Each time you fill a floor of the well, the blocks are cleared and you score a brick load of points. Clear all five floors at once to add 10,000 points to your score. If you fill the well, the floor will begin to collapse layer by layer.



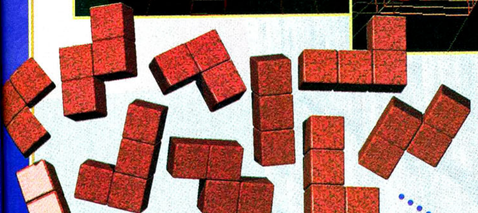
Outside in

If you're looking for a new high score, try layering blocks along the perimeter of the well, keeping a space open at the center. When the layers are four deep, place a long tetrad (the same shape you used to score a tetris in the two-dimensional game) in the hole you left in the center and clear all the floors at once. This strategy is easier to explain than it is to master, but if you keep your floors flat and the outer perimeters full, you'll see higher scores every time.



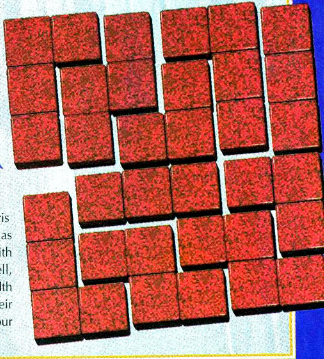


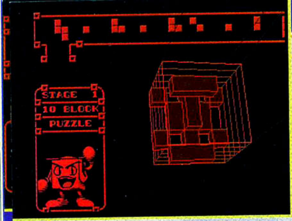
Turn and rotate each block until you have left a hole in the floor that is several layers deep. Drop a long tetrad in the hole and clear several layers at once.



Mere Child's Play?

Stacking blocks might seem like a basic skill, but if you've ever played a Tetris game, you already know that the action gets fast, furious and highly addictive as the levels progress. In past Tetris games, you raced to build a seamless wall with an assortment of blocks. Now you're building perfect cubes in a tight well, which requires a new dimension of thinking. You need to consider height, width and depth. Of course, if you were one of those unfortunate kids who had their Game Boys stolen by their Tetris-mad parents, you might want to hide your Virtual Boy system under your bed and remind them who they bought it for.



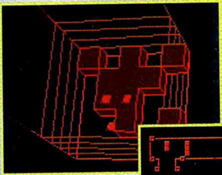


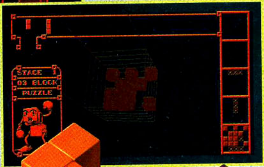
PUZZLE MODE

Puzzle mode is undoubtedly the toughest and most innovative game in 3-D Tetris, and once you figure it out, you'll be back for more. The object of the game is to reproduce a shape with a limited inventory of tetrads. Like the first Tetris game, the premise is easy to learn but tough to master, and you'll find this game only in a 3-D environment.

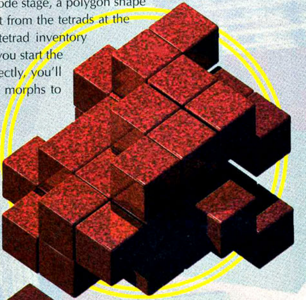
If You Build It, It Will Run

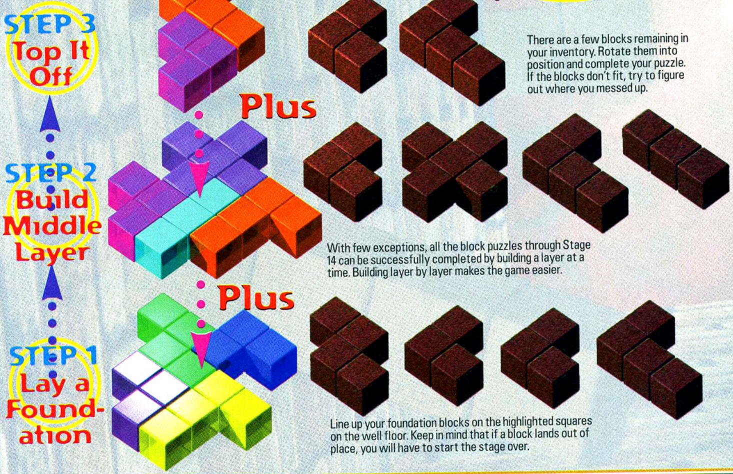
At the beginning of each Puzzle mode stage, a polygon shape appears and you must reproduce it from the tetrads at the top of the screen. Examine your tetrad inventory and devise a basic strategy before you start the level. If you build the puzzle correctly, you'll be able to identify the shape as it morphs to life in an animated sequence.





What is it? Complete the puzzle layer by layer. Part of the fun of Puzzle Mode is discovering what you made. You'll get the answer when you successfully complete the puzzle.





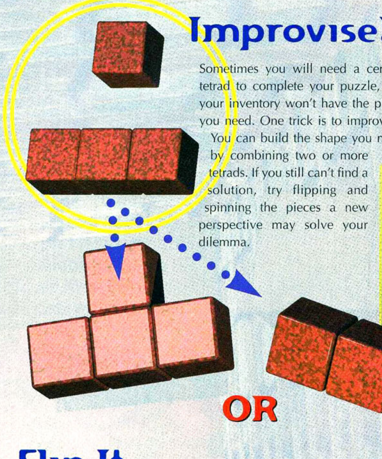
There are a few blocks remaining in your inventory. Rotate them into position and complete your puzzle. If the blocks don't fit, try to figure out where you messed up.

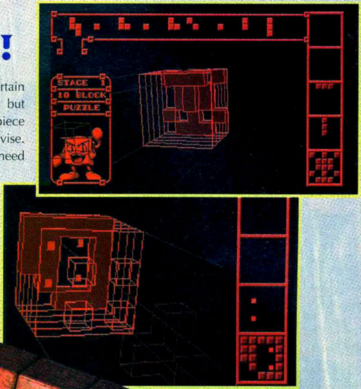
With few exceptions, all the block puzzles through Stage 14 can be successfully completed by building a layer at a time. Building layer by layer makes the game easier.

Line up your foundation blocks on the highlighted squares on the well floor. Keep in mind that if a block lands out of place, you will have to start the stage over.

Improvise!

Sometimes you will need a certain tetrad to complete your puzzle, but your inventory won't have the piece you need. One trick is to improvise. You can build the shape you need by combining two or more tetrads. If you still can't find a solution, try flipping and spinning the pieces a new perspective may solve your dilemma.

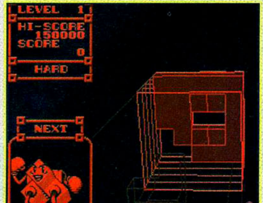


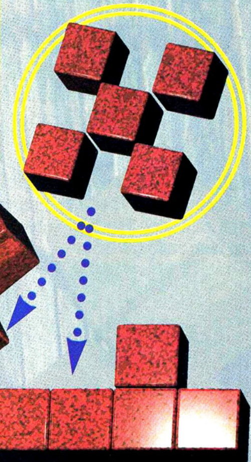

STAGE 1
10 BLOCK
PUZZLE

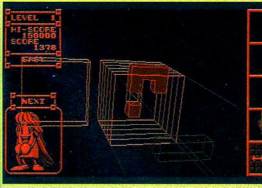
This four-square tetrad is a tough fit, but if you spin it 90 degrees, it will land as two double-block tetrads. Improvisation is a critical skill for progressing in VB Tetris.

Flip It As It Falls!

Even if a tetrad looks impossibly out of place, try rotating the piece several times and looking at it from every perspective. You might find a solution to your problem from a different angle. Remember that some blocks break apart as they make contact with the stack, allowing you to move the tetrad fragments to new locations.


LEVEL 1
HI-SCORE
150000
SCORE
0
HARD
NEXT




LEVEL 1
HI-SCORE
150000
SCORE
1378
EASY
NEXT

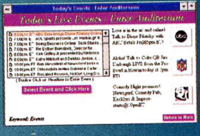
KEN GRIFFEY JR. ON-LINE

Griffey chats! Fans from Boston to San Bernardino logged on to America Online's Center Stage one night in late January to pitch questions at Ken Griffey Jr. It was the biggest turnout for a sports celebrity on AOL– ever! Griffey gave his opinion on everything from growing up as the son of a big-league star to his upcoming Super NES game, Ken Griffey Jr.'s Winning Run. The event capped two busy days in San Diego, where the technical whizzes at Angel Studios were capturing the centerfielder's patented swing for a forthcoming Nintendo 64 title.

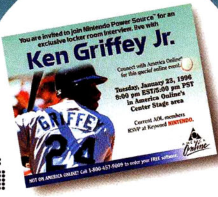
One of the coolest things about going on-line is the ability to question favorite stars and celebrities directly. America Online has dozens of special chat events every week. Here's a short guide to making your voice heard.

log on

Log on to America Online. Click on the Center Stage icon, then click on the event you want to enter.


Today's Events - Enter Auditoriums
Today's Live Events - Enter Auditorium
Select Event and Click Here
Keyword: Events
Return to Main

CYBER-SLUGGER



You are invited to join Nintendo Power Source™ for an exclusive locker room interview, live with

Ken Griffey Jr.

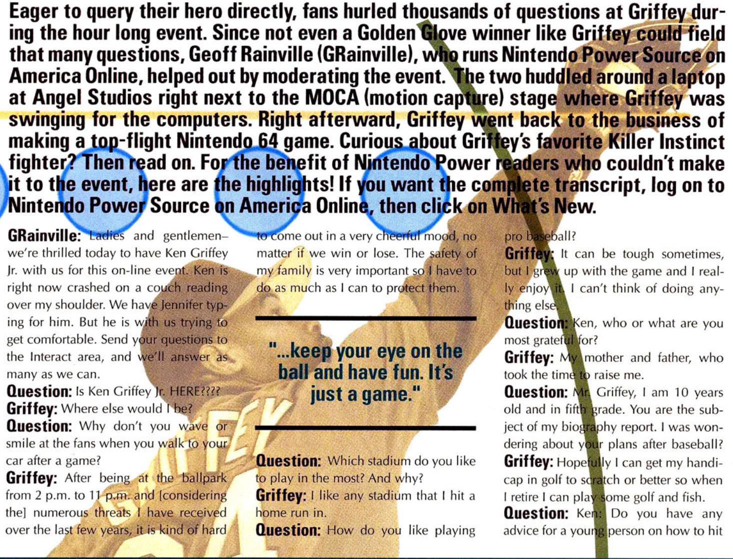
Connect with America Online® for this special online event.

Tuesday, January 23, 1996
8:00 pm EST/5:00 pm PST
in America Online's
Center Stage area

Current AOL members
RSVP at Keyword NINTENDO.

NOT ON AMERICA ONLINE? Call 1-800-457-9009 to order your FREE software.

Eager to query their hero directly, fans hurled thousands of questions at Griffey during the hour long event. Since not even a Golden Glove winner like Griffey could field that many questions, Geoff Rainville (GRainville), who runs Nintendo Power Source on America Online, helped out by moderating the event. The two huddled around a laptop at Angel Studios right next to the MOCA (motion capture) stage where Griffey was swinging for the computers. Right afterward, Griffey went back to the business of making a top-flight Nintendo 64 game. Curious about Griffey's favorite Killer Instinct fighter? Then read on. For the benefit of Nintendo Power readers who couldn't make it to the event, here are the highlights! If you want the complete transcript, log on to Nintendo Power Source on America Online, then click on What's New.



GRainville: Ladies and gentlemen–we're thrilled today to have Ken Griffey Jr. with us for this on-line event. Ken is right now crashed on a couch reading over my shoulder. We have Jennifer typing for him. But he is with us trying to get comfortable. Send your questions to the Interact area, and we'll answer as many as we can.

Question: Is Ken Griffey Jr. HERE????

Griffey: Where else would I be?

Question: Why don't you wave or smile at the fans when you walk to your car after a game?

Griffey: After being at the ballpark from 2 p.m. to 11 p.m. and [considering the] numerous threats I have received over the last few years, it is kind of hard to come out in a very cheerful mood, no matter if we win or lose. The safety of my family is very important so I have to do as much as I can to protect them.

> **"...keep your eye on the ball and have fun. It's just a game."**

Question: Which stadium do you like to play in the most? And why?

Griffey: I like any stadium that I hit a home run in.

Question: How do you like playing pro baseball?

Griffey: It can be tough sometimes, but I grew up with the game and I really enjoy it. I can't think of doing anything else.

Question: Ken, who or what are you most grateful for?

Griffey: My mother and father, who took the time to raise me.

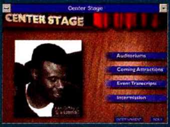
Question: Mr. Griffey, I am 10 years old and in fifth grade. You are the subject of my biography report. I was wondering about your plans after baseball?

Griffey: Hopefully I can get my handicap in golf to scratch or better so when I retire I can play some golf and fish.

Question: Ken: Do you have any advice for a young person on how to hit

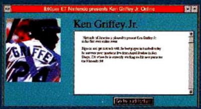
look who's talking

America Online showcases the celebrity who's currently on stage.



tell me more

You can find previews of events by clicking on the schedule listing.

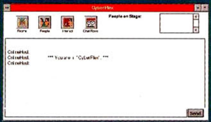


8:00pm ET Nintendo presents Ken Griffey Jr. Online

Ken Griffey Jr.

speak up

Discuss what's happening with other people in your row. Simply type a comment into the space at the bottom of the screen.



Angel Studios has wowed audiences worldwide with dazzling 3-D effects in flicks like *Lawnmower Man.* At last fall's Shoshinkai show in Japan, game players oohed and aahed at the eye-popping graphics for Buggie-Boogie, Angel's upcoming off-road funfest for the Nintendo 64. With such expertise, Angel was a natural to do the motion-capture for Ken Griffey Jr.'s Nintendo 64 game.

An engineer must recalibrate Griffey's high-tech suit each time he puts it on.

Griffey gets wired

The big ball suspended from the ceiling emits a magnetic field that can pick up Griffey's tiniest movements.

on the ball

home runs? Any tips?

Griffey: Swing hard in case you hit it (laughs). Just keep your eye on the ball and have fun. It's just a game.

GRainville: (We've been analyzing your swing here at the motion capture [studio], trying to get hints!)

Question: Mr. Griffey, What do you think of the possibility of interleague play in the 1997 season?

Griffey: It gives me the chance to play in ballparks that I have never played in.

Question: How's the hand, Junior? *(Editor's note: Griffey broke his hand chasing a fly ball last May.)*

Griffey: [The] hand is fine. I haven't started hitting yet, but I will be doing that sometime next month.

Question: Griffey, what was your biggest thrill?

Griffey: Playing with my dad. Because no matter what I have done or [will] do [they] can't take away the fact that we were the first father and son [to play together in the big leagues].

Question: I am your favorite fan. If I give you my address, will you send me an autograph?

GRainville: Go to the Nintendo area, and there's an address for the World Wide Web page for the Mariners. They have a fan club for Griffey there. Or go straight to www.Mariners.com.

Question: How old were you when you first started playing baseball?

Griffey: Organized sports I was 10 or 11, but [I] used to go in the backyard with my dad and play when I was younger.

"...the new game is better than the old one. We have new technology, better graphics!"

Question: How does it feel to be a future Hall of Famer?

Griffey: I don't consider myself that. I just go out there everyday and play as hard as I can. At the end of my career, if that [honor] comes, then I will be happy. But right now I just want to go out and play.

Question: Do you feel pressure when you are at bat, Mr. Griffey?

Griffey: No. The reason why is that you have to believe in yourself. The more pressure you put on yourself, [the harder it is] to perform.

Question: What is it like to do motion capture for a video game?

Griffey: All in all it's a lot of fun.

GRainville: Ken had to wear wires on a wetsuit-like outfit. And I've got the photos to prove it.

Question: Ken, how old are you? And how much longer would you like to play?

Griffey: I am 26. And I would like to play until they tear the uniform off me. Like my dad.

"I would like to play until they tear the uniform off me."

Question: Griffey, do you have any advice for a 5'0" right fielder, who is called "Too Short"?

Griffey: Baseball players are not always big. It is what you do with your size that counts.

Question: Ken, I was wondering if you all of a sudden got good or if you have been a great baseball player your whole life?

Griffey: I just go out there and play and do my job the best way I know how.

Question: Who is your favorite player in the majors?

Griffey: Kirby Puckett.

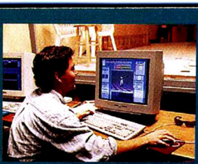
Question: Ken, I was wondering what kind of practice that you did as a youngster. How much did you play each day? Thanks a lot. Good luck this year. Go Mariners!

Griffey: I played like a normal kid, every day, all day, until my mom called me in to eat.

Question: Are you good at any sports other than baseball?

Griffey has many different swings, depending on whether the pitcher is left- or right-handed, the ball/strike count and the pitch that's thrown.

swing city



An Angel Studios engineer watches Griffey's swing on a Silicon Graphics workstation.

monitoring the results

A cutting-edge sports game springs from humble beginnings.

action! roll 'em

Griffey: Video games.

Question: Greetings! Is the new [Super NES] game better than the old one?

Griffey: Yes, the new game is better than the old one. We have new technology, better graphics!

Question: What Is your favorite Nintendo Game?

Griffey: Killer Instinct. My favorite character is Glacius.

GRainville: (He's trying to talk us out of a KI 2 arcade game right now.)

Question: Do you still plan to break the home run record?

Griffey: That's nothing I have control over. I have just got to put myself in the position to break those types of records.

Question: I heard that you want to leave the Mariners because you're afraid of being overshadowed by Big Unit [pitcher Randy Johnson]). Is this true???

Griffey: I have never been afraid of being overshadowed. When I was a rookie, I was overshadowed by Dave Valle, Harold Reynolds and Alvin Davis.

Question: Will you be coming out with a [new] KGJr. Presents Major League Baseball [for the Super NES]?

Griffey: Yes. It's called Ken Griffey Jr.'s Winning Run.

Question: Ken, what is it like doing [motion capture] instead of baseball?

Griffey: It's almost like playing baseball. A lot of hurry up, then wait.

Question: What was it like to score the winning run against New York in game [5 of the AL playoff series]?

> **"I played like a normal kid, every day, all day, until my mom called me in to eat."**

Griffey: It was a lot of fun. You dream of scoring the winning run in any league, any level and I just got a chance to do it when the whole world was watching.

Question: I'm Gareth from West Chester, Ohio. I was thinking of going to Moeller High School. What are your thoughts about the school?

Griffey: Well, I went there 9 years ago, and I don't know what it's like now. But it was a good school then and you can get a good education there.

Question: Are you nervous Ken?

Griffey: No, I am not nervous about being on-line.

Question: What do you think of inter-league play?

Griffey: It gives me the chance to play in other stadiums that I have never played in.

Question: Ken, my son David would like to ask what you like most about baseball.

Griffey: I get to go out there and play something I have always wanted to play. I really enjoy my job. I don't even consider it a job because of the fun that I have.

Question: Tell us more about the work you've done with your video game.

Griffey: I get to have my swing analyzed. Make minor adjustments on my swing and have a lot of fun.

Question: Does Ken like the Seahawks?

Griffey: Yeah, I like the Seahawks. I only know a few guys on the team. I may want to try out!

GRainville: We have time for one more question.

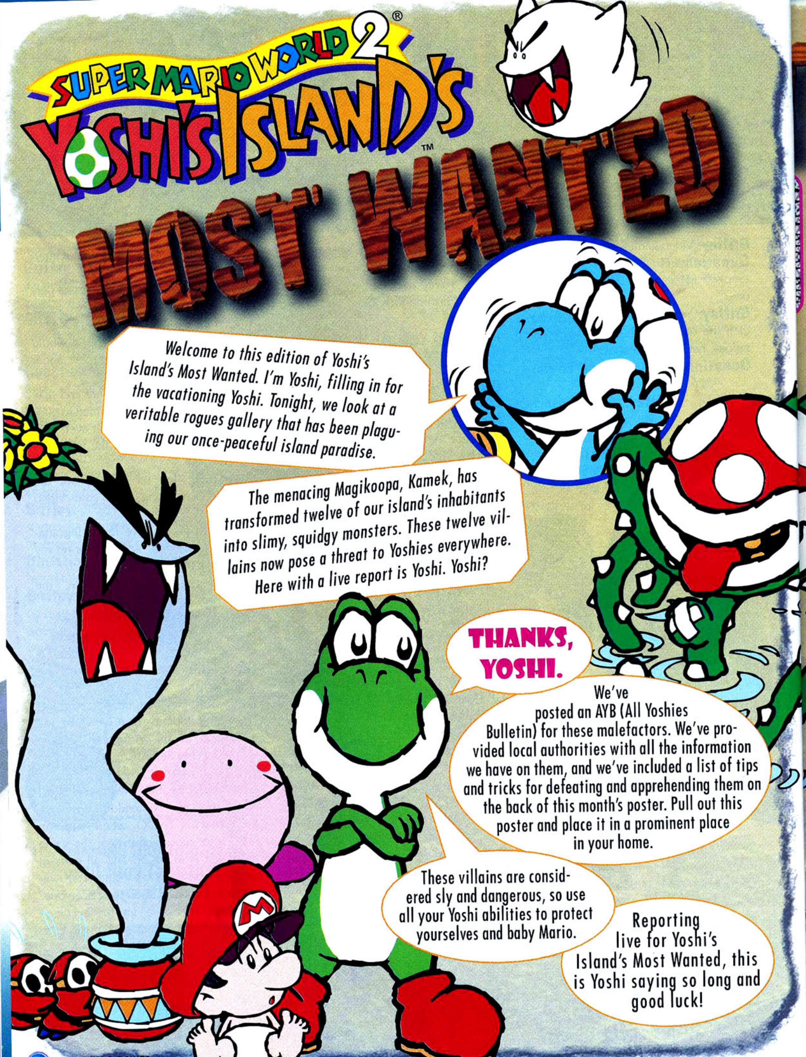
Question: Hey Ken, how did you feel when the Indians beat you...er, the Mariners [in the American League Championship Series]?

Griffey: I was real upset.

GRainville: Thanks to everyone. Don't forget about the Nintendo Power area, keyword NINTENDO, where you can learn a lot more about Ken, the game he's been working on and all sorts of other things. Sorry we couldn't answer all your questions!!!! So long everyone.

Griffey: Thanks a lot for everyone being here and have a good night.

SUPER MARIO WORLD 2 YOSHI'S ISLAND'S MOST WANTED



Welcome to this edition of Yoshi's Island's Most Wanted. I'm Yoshi, filling in for the vacationing Yoshi. Tonight, we look at a veritable rogues gallery that has been plaguing our once-peaceful island paradise.

The menacing Magikoopa, Kamek, has transformed twelve of our island's inhabitants into slimy, squidgy monsters. These twelve villains now pose a threat to Yoshies everywhere. Here with a live report is Yoshi. Yoshi?

THANKS, YOSHI.

We've posted an AYB (All Yoshies Bulletin) for these malefactors. We've provided local authorities with all the information we have on them, and we've included a list of tips and tricks for defeating and apprehending them on the back of this month's poster. Pull out this poster and place it in a prominent place in your home.

These villains are considered sly and dangerous, so use all your Yoshi abilities to protect yourselves and baby Mario.

Reporting live for Yoshi's Island's Most Wanted, this is Yoshi saying so long and good luck!

EPIC CENTER

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ZELDA AND SIMCITY RETURN

The classic series of Super NES games from Nintendo will start showing up in stores within the next few months. Epic gamers should rejoice, because this means that two of the best epic games for the Super NES will soon be back in production. Legend of Zelda: A Link to the Past and SimCity both sold out in the United States and have been nearly impossible to find for the last year. A Link to the Past, one of the finest adventure games of all time, was the brain-child of Shigeru Miyamoto and features live action battles and endless action puzzles. SimCity for the Super NES continues to be the ultimate simulation for creative gamers. If you missed either of these classics in the past, don't make the same mistake twice. They are worth every gold piece.

LIFE
226
50
19

ENIX FANS SPEAK OUT

A few months ago, Epic Center asked RPG fans to write in and express their thoughts about the temporary closing of Enix in America and the consequences that action would have for the RPG community. We are happy to report that, whereas Enix may have doubts about the potential American RPG market, your Epic Center editors have seen an outpouring of support for these games. Hundreds of letters flooded into Nintendo and even more messages were sent to us at WWW.NINTENDO.COM on the Internet. What did they say? Almost everyone was upset that Enix was out of the picture and they wondered about the future of games such as Dragon Quest VI and Tactics Ogre. Several interesting questions were raised in these letters that we would like to answer.

> *"I have been waiting for Dragon Quest VI for two years! Please find someone to publish it in the U.S. if Enix will not. How much can it cost to simply translate the text messages to English..."* Michael Whinihan, Troy, Michigan

Michael brings up a good point. What is the cost of translating a game from Japanese to English? Consider that you must pay a writer, translators and programmers to make the changes and that the process can take several months. For instance, Nintendo spent about $50,000 just for the game translation of EarthBound. And when you add in the packaging, marketing and production costs of a translation, you end up with a much higher figure.

> "It is patently unfair that all those games that are being released in Japan will never make it to the United States. We have to put up with two years of hype, then two years of excuses and delays..." Michael Valvano, Davie, Florida

Michael's frustration is felt by all American RPG fans. It does not seem fair. The ridiculously long development time for DQ VI was even noted by Mr. Yamauchi, the president of Nintendo, during his speech at last year's Shoshinkai. As for all the games that are coming out in Japan, one must keep in mind the numbers. Japanese consumers have proven that they will purchase millions of copies of a good RPG. Americans haven't. Clearly, we have to expand our epic gamer base so that it is economically feasible for publishers to release translations in the United States.

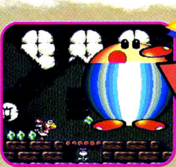
> *"I'm now 76 years old. I may not live long enough to see Dragon Quest VI unless someone takes action soon."* Edith Jeter, Puyallup, WA

If this letter doesn't demonstrate the remarkable nature of RPGs, nothing does. These games are loved by gamers of all ages and walks of life. They involve entire families, like Edith's, and they become a part of our lives. To all of you who wrote in to Epic Center, we thank you. Your comments have been noted and all the letters in support of DQ VI have been tallied and that figure has been sent on to the evaluation department at Nintendo of America. But this is just a single, small step. What will really turn things around is for all of us to involve more players with the epic category of games. Word of mouth is still the best way to let people know about great games and to create demand, so don't be shy.

SUPER MARIO W
YOSHI'S IS

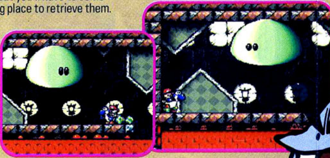
1. Burt the Bashful

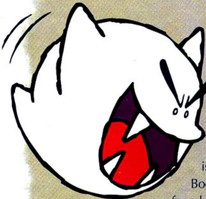
Burt was just a shy forest dweller until Kamek came along and transformed him into the burly bulk he is today. A change in size didn't mean a change in heart, though, and he'll only make a few feeble attempts to stomp on you. You'll be able to avoid his attacks easily by crouching in the gap in the floor. Pelt poor Burt with a half-dozen eggs, and he'll hightail it back to his quiet home in the country.


An Egg Plant will provide you with a ready supply of eggs, but you'll have to come out of your hiding place to retrieve them.

2. Salvo the Slime

The second slime in Kamek's Ick Parade is a not-so-sweet sap named Salvo, and he won't wilt as easily as Burt did. It will take just four hits to make him melt away, and he'll shed a few gallons of goo with every hit. Be careful, though, because the lighter he gets, the faster he'll slurp around the chamber. You can scoop up the Lemon Drops he sheds and turn them into eggs, but if you get slimed by one, the impact will knock baby Mario off your back.


If you're not careful, Salvo will knock you into the lava pit. You'll be safe enough on the far left side of the chamber.



3. Bigger Boo

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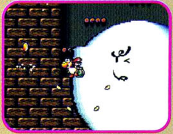
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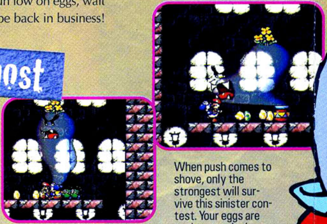
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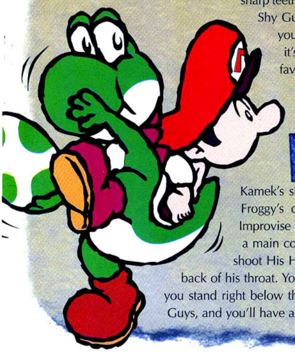

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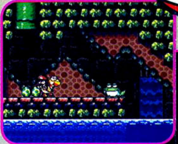
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IO WORLD 2 ISLAND's MOST' WAN

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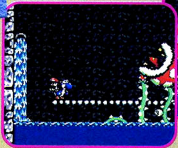

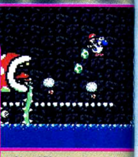

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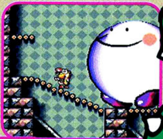

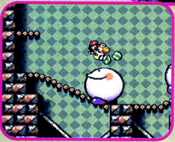

Marching Milde is truly a "marsh-mellow," but don't let her sunny disposition fool you. She'll walk all over you if you let her!

Mild she may be, but this happy-go-lucky hussy won't let an errant dino and a fussy baby get the better of her. Eggs bounce harmlessly off her hide, so you'll have to approach this battle from a different angle—from above! Stomp on her head to split her into two Mildes. Keep splitting the resulting pieces until there are no more. Things will get pretty crowded before that happens, so make like a traffic helicopter and stay above the congestion. Though the Mildes can't hurt each other, bumping into one of them will certainly result in an injury collision for you!

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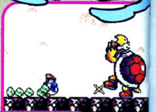

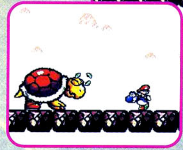

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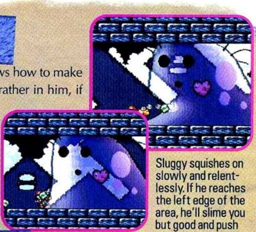
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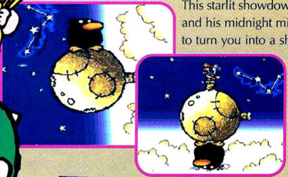

This starlit showdown will have you crying, "Nevermore!" Kamek has transported you and his midnight minion to a satellite high above the Earth's surface. Raphael will try to turn you into a shooting star with his fireballs, and his claws allow him to grip the globe and run across its surface with dizzying speed. Jump as soon as you see a hint of sparks or a suggestion of movement. The only way to turn the tables on this taloned terror is to stomp on the spikes, punching them out the other side of the globe. If your timing is right, you'll trip him up.

Make sure that Raphael is standing exactly opposite you when you stomp on a spike, or your attack won't work.

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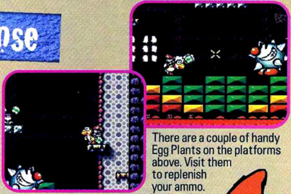
You won't find a "Red Nose" in the pages of any wildlife magazine, but we can tell you everything you need to know about this sinister species. Take the indirect approach to this battle and shoot out the blocks beneath Tap-Tap's feet to reveal a lava pool. When the hole is large enough, use your eggs to topple him into the fiery cauldron. The usual routine of duck and cover, jump and hover should keep you out of harm's way, and though your eggs won't hurt Tap-Tap, they'll keep him at bay. As the blocks begin to disappear, Tap-Tap's antics turn frantic, so keep moving.


There are a couple of handy Egg Plants on the platforms above. Visit them to replenish your ammo. Lock and load!

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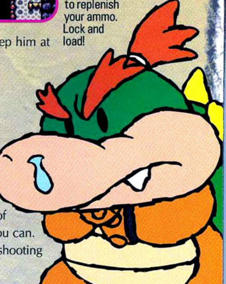

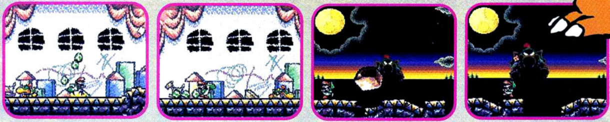
Keep moving to avoid the boulders. Your piece of real estate may be slated for demolition!

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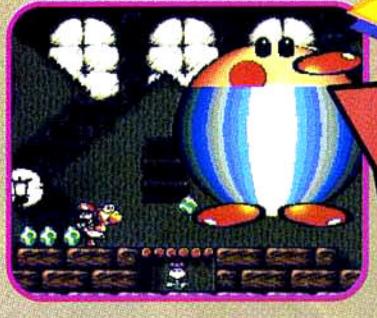
SUPER MARIO WORLD 2® YOSHI'S ISLAND'S™ MOST WANTED

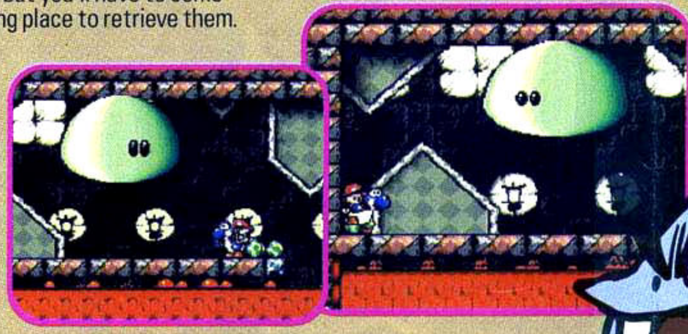
1. Burt the Bashful

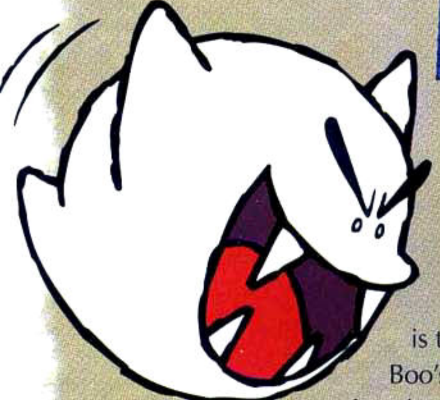
Burt was just a shy forest dweller until Kamek came along and transformed him into the burly bulk he is today. A change in size didn't mean a change in heart, though, and he'll only make a few feeble attempts to stomp on you. You'll be able to avoid his attacks easily by crouching in the gap in the floor. Pelt poor Burt with a half-dozen eggs, and he'll hightail it back to his quiet home in the country.


An Egg Plant will provide you with a ready supply of eggs, but you'll have to come out of your hiding place to retrieve them.

2. Salvo the Slime

The second slime in Kamek's Ick Parade is a not-so-sweet sap named Salvo, and he won't wilt as easily as Burt did. It will take just four hits to make him melt away, and he'll shed a few gallons of goo with every hit. Be careful, though, because the lighter he gets, the faster he'll slurp around the chamber. You can scoop up the Lemon Drops he sheds and turn them into eggs, but if you get slimed by one, the impact will knock baby Mario off your back.


If you're not careful, Salvo will knock you into the lava pit. You'll be safe enough on the far left side of the chamber.



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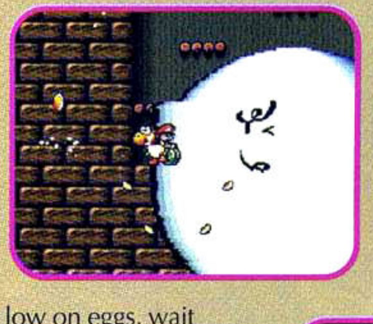
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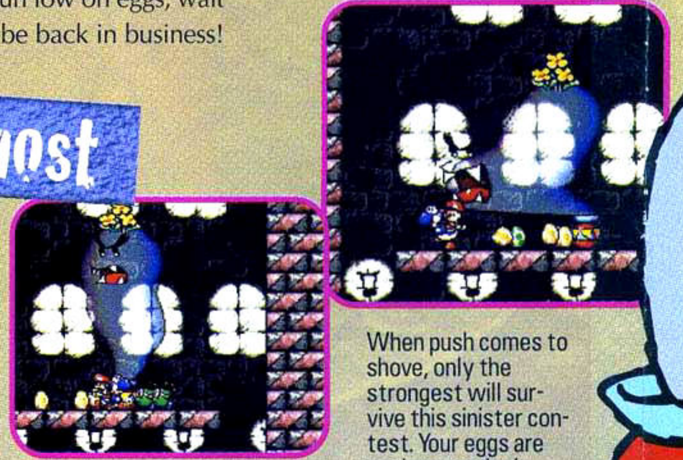
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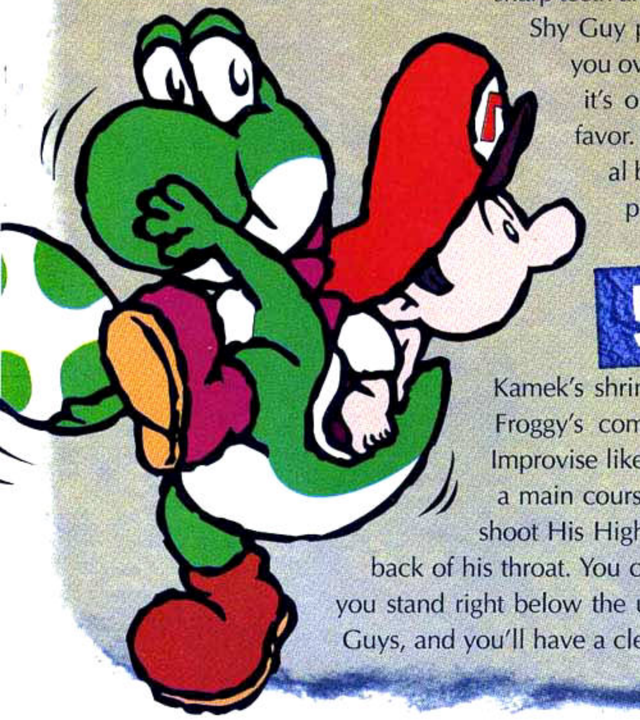

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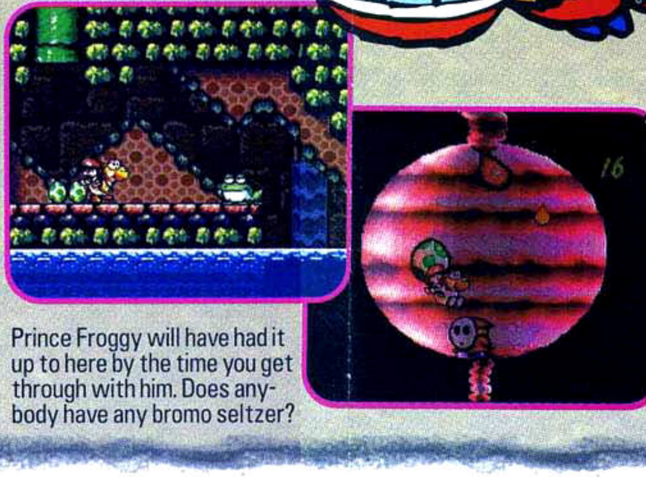
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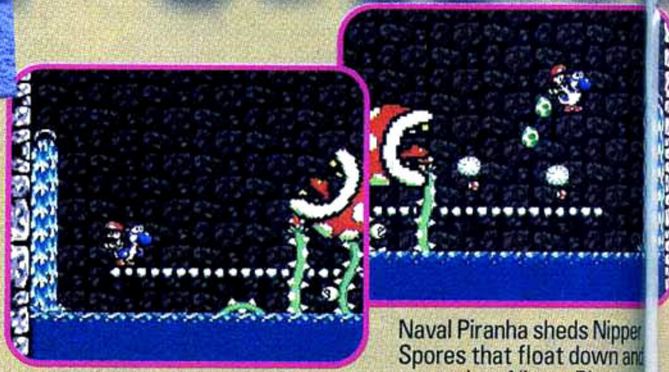
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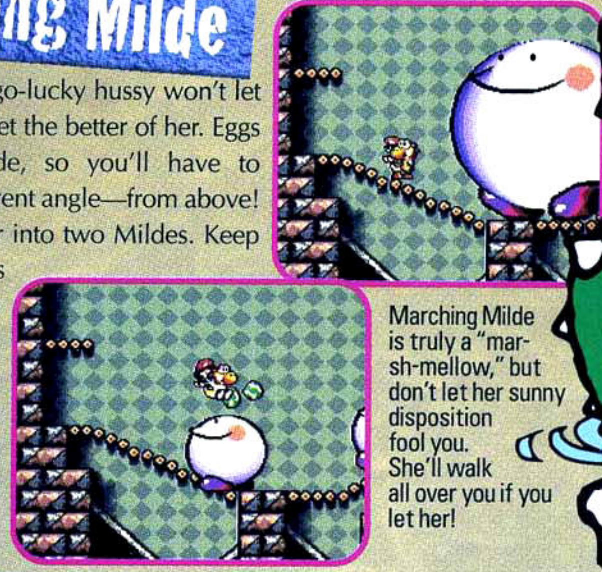
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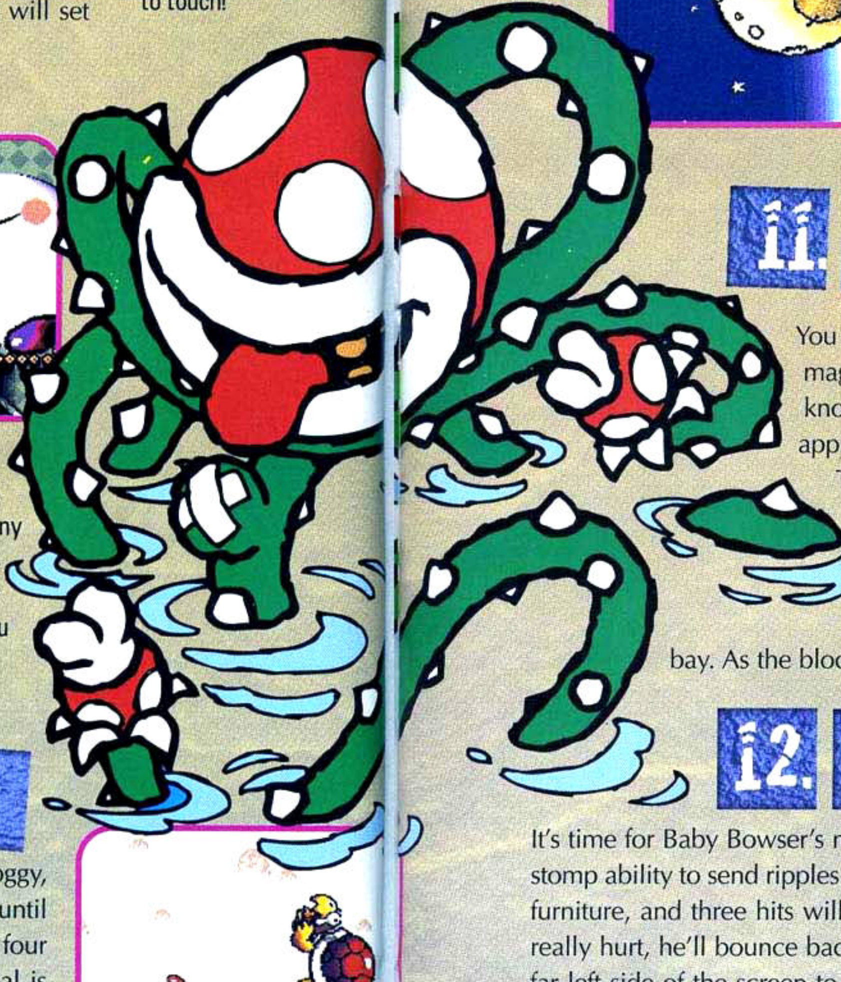

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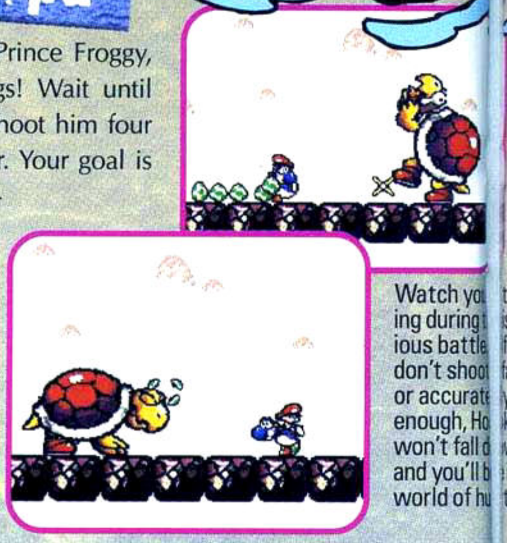
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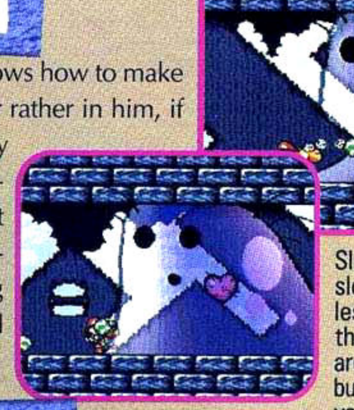
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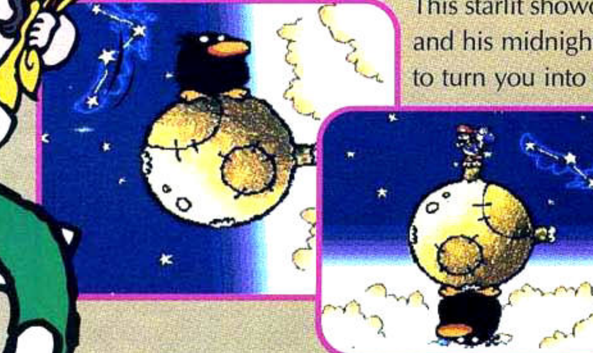
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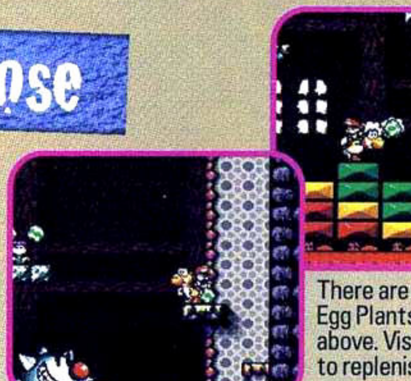
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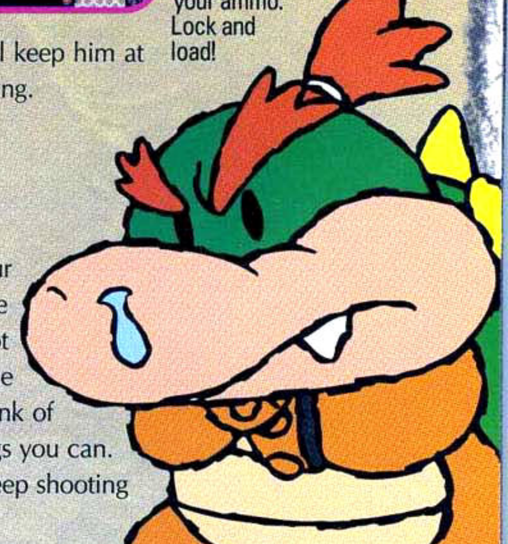

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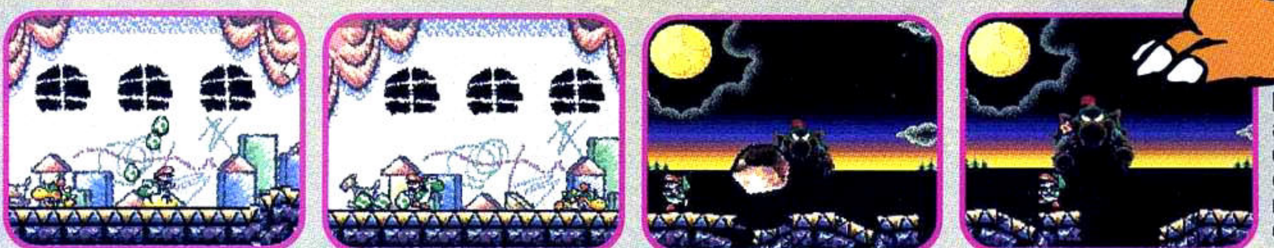
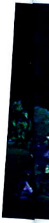

Keep moving to avoid the boulders. Your piece of real estate may be slated for demolition!

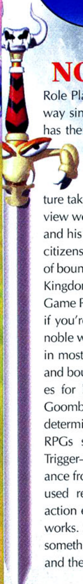
© 1995 Nintendo/Square

SUPER MARIO RPG™

LEGEND OF THE SEVEN STARS

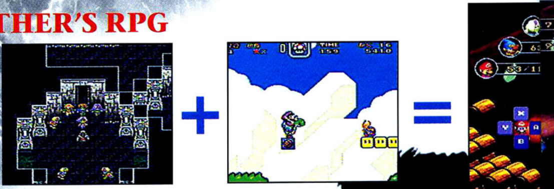


A bit of action, a bit of role playing and a lot of fun wait for those players who plunge into the frantic 3-D world of Super Mario RPG: Legend of the Seven Stars. Mario's adventure debuts in May, but NP scoops the world Today.

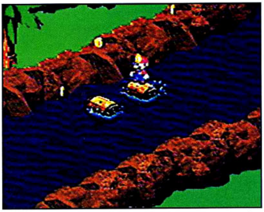


NOT YOUR FATHER'S RPG

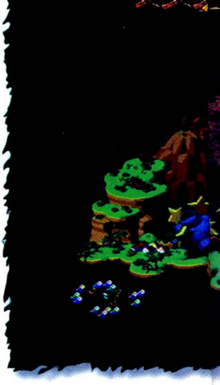
Role Playing games have come a long way since the days of Zork, but never has there been such a radical leap as you'll find in Super Mario RPG: Legend of the Seven Stars. Mario's greatest adventure takes place in a 3-D, three quarter view world that pulses with life. Mario and his friends mingle with mushroom citizens and Bowser's Koopa cronies plus a bevy of bouncing baddies from beyond the Mushroom Kingdom. It all takes place inside a 32-megabit Game Pak powered by Nintendo's SA-1 chip. But if you're looking for the fantasy battles between noble warriors and evil sorcerers like those found in most RPGs, forget it. Mario is Mario–as brash and bouncy as ever. He jumps on blocks, searches for hidden coin boxes, throws fire balls at Goombas and solves action puzzles with dogged determination. Square Soft–the maker of classic RPGs such as Final Fantasy III and Chrono Trigger–developed the game in Japan with guidance from Shigeru Miyamoto. Even when Square used regular RPG ideas, they included some action element to keep things hopping. The mix works. Super Mario RPG truly is a game that has something for everybody. It's fun, it's innovative and the graphics rival the best from Rare.

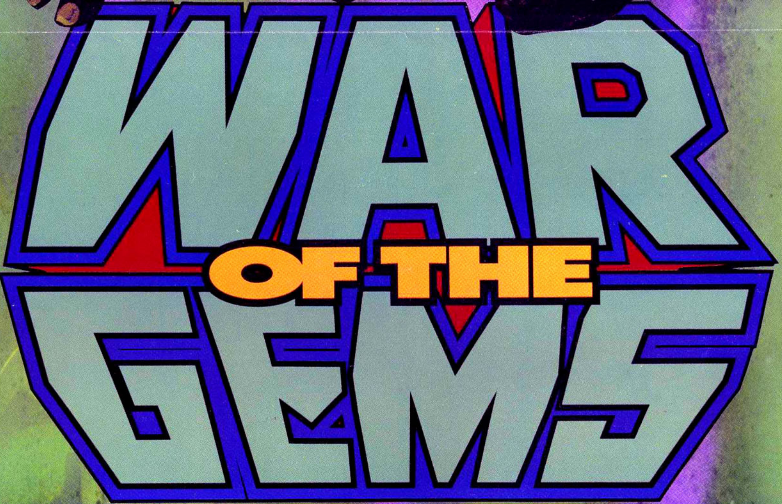


Super Mario RPG combines many of the best parts of traditional RPGs and platform games. Square's Final Fantasy series was the model for the battle sequences while the tradition of Super Mario Bros. games demanded a lot of action.



Mario runs and jumps in his new, 3-D world, searching for hidden items and some great surprises.





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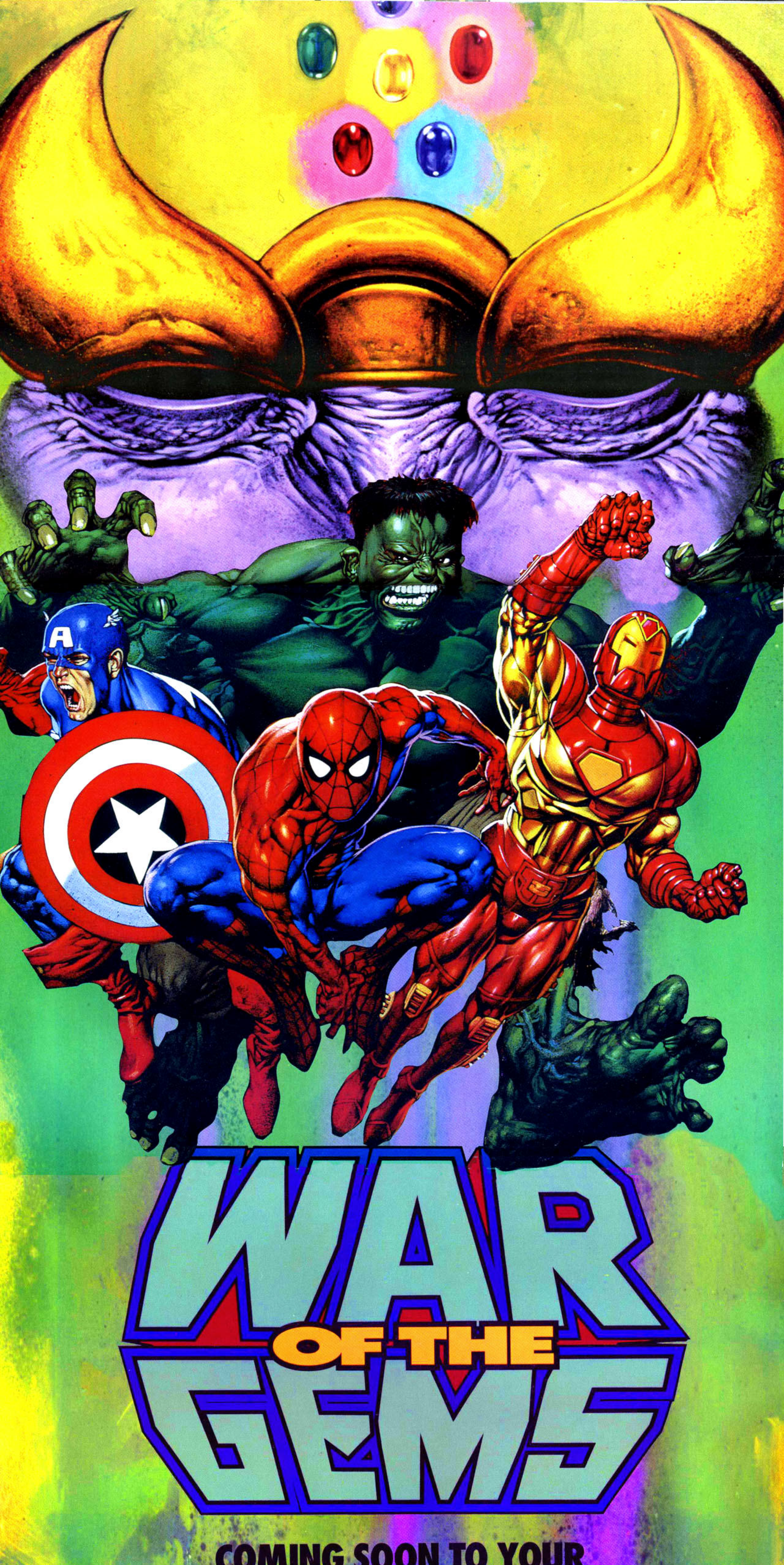
NINTENDO POWER®



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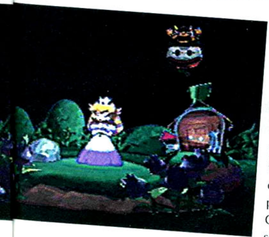
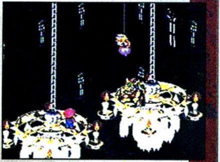
THE SKY IS FALLING

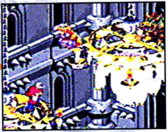




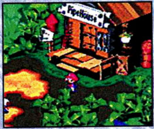
The incorrigible Bowser, King of the Koopas, has done it once again. He has snatched Princess Toadstool away from her home and imprisoned her in Koopa Castle. When will he ever learn? Mario, catching wind of this, rushes to the castle and engages the big brute in battle. But defeat is snatched from the jaws of victory when Smithy, a giant sword, crashes through the Star Road high above the world and plunges straight down into the castle. Mario, the Princess and Bowser are flung far apart by the impact. When they pick themselves up, they find that the world has changed, and not for the better. Mario begins his journey to set things right by going to the Chancellor of the Mushroom Kingdom. There, he meets Mallow, an orphan who wants to find his true family. The two companions head off to find the Princess and they meet Geno, a mysterious entity who must collect the seven star pieces that fell to earth after Smithy plunged through the Star Road. Eventually, the Princess and Bowser join Mario's party, but unless the damage is repaired, no wishes will come true and the Mushroom Kingdom will be doomed.

MARIO'S WORLD

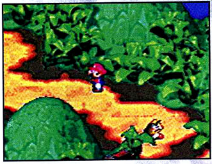
The road back to Bowser's Castle (and the ultimate confrontation with Smithy) may be a short one, but the journey takes many twists and turns as players seek out the seven lost Star Pieces. It's not all one-way, either. Players can return to towns to buy items, weapons and armor, or step back to a previous course where coins can be collected easily or Experience Points can be built up quickly. As for variety, Mario must master all sorts of terrain, from the Goomba infested forest of the Mushroom Kingdom to the haunted hold of a sunken ship. Enemies seem to pop up everywhere, but if Mario builds up his Experience Points like a good plumber, he'll be more than a match for them. Puzzles may be found in many courses and Mario's prowess at jumping often plays a part in their solution. On this page, we highlight just a few of the sights you'll see in Mario's newly expanded 3-D world.



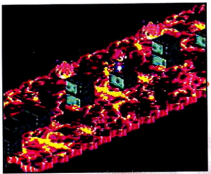
The adventure begins on a high note with Mario and Bowser battling it out on a chandelier in Bowser's Castle.



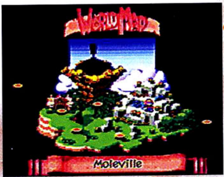
After Smithy falls, Mario lands in the chimney pipe of his own house.



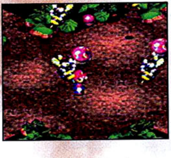
Goombas and Koopa Paratroopas patrol the route between Mario's House and the Mushroom Kingdom.



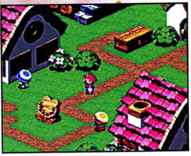
Jumping skills perfected in games such as Super Mario World come in handy when crossing the pits of lava.



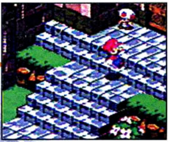
Beyond the first map area, Mario, Geno and Mallow wander into the rocky region of Moleville.



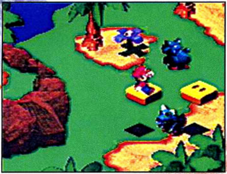
Choose your path wisely in the forest beyond Rose Town. It is a cunning maze with only one exit.



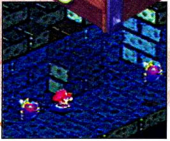
Rose Town has come under attack from a mysterious archer in the forest. Can Mario save the day?



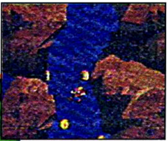
The Chancellor awaits in the Mushroom Kingdom castle with orders to find the missing Princess.



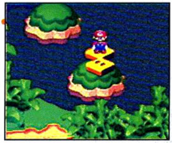
Precision jumps keep Mario high above the danger of the hungry K-9 watchdogs below the platforms.



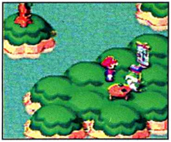
Mario may get wet in the pipe world, but he isn't washed up since he can swim like a fish.



Swimming against the current in the waterfall, Mario collects a fistful of coins.



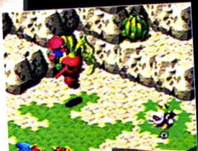
Mario must make skillful jumps to cross through this course and avoid the enemies.



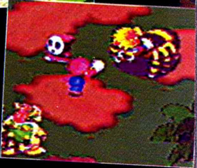
When Frogfucious speaks, Mario and Mallow learn something of their future quest.

MARIO

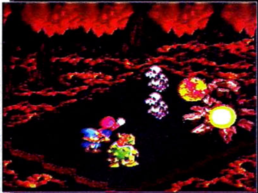
Mario has never had such a challenge. He's used to fighting Bowser, but now he must save the Mushroom Kingdom from an enemy that comes from beyond the stars. Luckily, our plucky plumber has the suspenders of a true, epic hero. Using an assortment of weapons and Special Attacks, Mario battles through armies and solves puzzles by the score. In addition to his new epic abilities, Mario is still the finest jumper in the land.



Mario's Special Attack uses a super stomping jump that carries him into orbit and down on top of his foe.



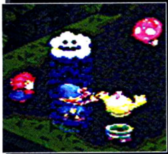
Regularly, Mario just punches his foes, but he can be even more effective with weapons he finds or purchases along the way.



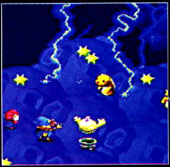
Mario's Ultra Flame cooks the competition, but you won't gain use of it for quite awhile.

MALLOW

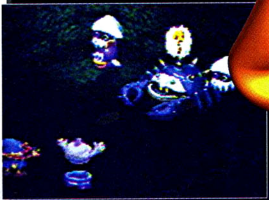
Mario bumps into this roly poly companion in the Mushroom Kingdom after Mallow has had his money stolen by the wily thief, Croco. Shortly thereafter, this spongy orphan joins up with Mario in hopes of finding his long lost family. He soon proves to be a valuable ally in the fight against Smithy. His specialties include a Thunderbolt attack that rains destruction on all of your enemies and a healing shower called HP Rain.



Mallow's HP Rain spell heals one member of Mario's party. A little cloud appears overhead and releases a rejuvenating shower.



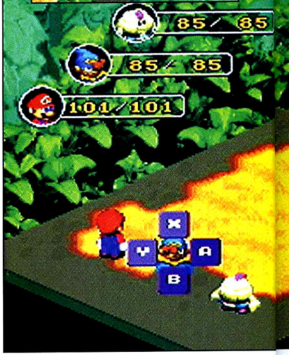
The Thunderbolt Special Attack used by Mallow strikes all of your opponents at once with lightning bolts.

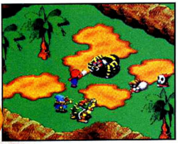


Do you want to know how many Hit Points your enemy has left? Use Mallow's Psychopath to reveal the secret.

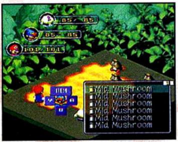
TIME TO ATTACK

Prepare yourself for a new type of battle. Mario has put away his stomping boots and strapped on his boxing gloves. Given the chance, he'll use weapons, too, such as the Hammer Bros.' sledge hammer or a Super Fire Ball attack. As in most RPGs, battles in Super Mario RPG are controlled by menus. Once you select the use of an attack or item, you activate the move and the game automatically carries out your command. Unlike most RPGs, however, you have a measure of control over the move after you activate it. In the Timed Attack, you choose your character's Normal Attack by pushing the A button. Push A again to activate the attack, and then push the A button a third time to activate the Timed Attack, which doubles your hits. To make a successful Timed Attack, you must push the A button at just the right moment before the attack begins. Some of the Special Attacks also require extra actions. In Mario's Fire Ball attack, you have to push any button as fast as possible in order to throw the greatest number of fire balls. This is probably the first RPG that can wear out your thumb.

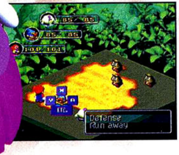




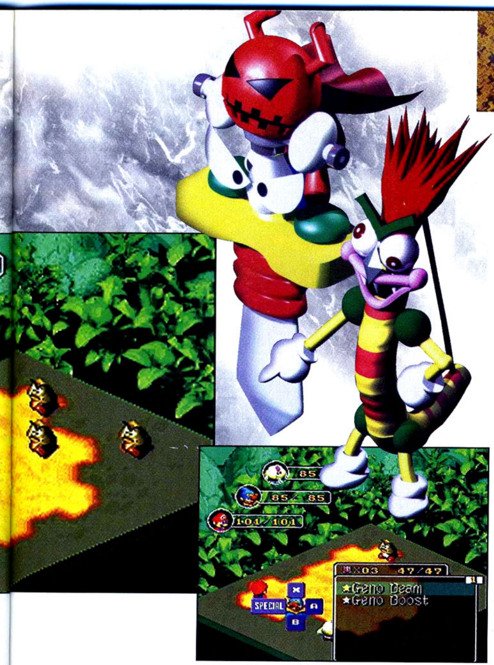
The Normal Attack employs a weapon (if it is Equipped) or your character's fists. Some foes are particularly vulnerable to Normal Attacks.



During a battle, Mario and his companion may use items such as Honey Syrup to restore Magic Points or Mushrooms to restore Hit Points.



It may be better to run away and live to fight another day. At other times, you may not be able to run or attack, but you can still defend yourself.

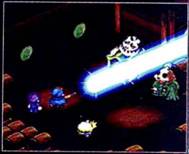


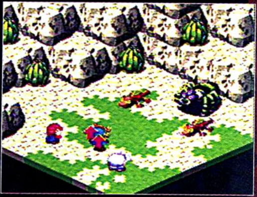
Some special moves damage opponents while others heal friends or reveal weaknesses.

GENO

When Geno the doll comes to life and sets off to save Rose Town from the mad archer in the forest, it seems like a fairytale come true. But Mario and Mallow learn that appearances can be deceptive, because Geno is really a guardian of the Star Road who has been sent to earth to recover the seven lost Star Pieces. He uses shooting weapons and a special laser beam. Once Geno joins the party, you will always have three characters.

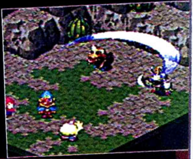
Holding any button will boost the power of Geno's Beam.





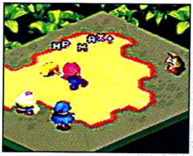
The Geno Boost spell increases Attack Power for one of your three companions.

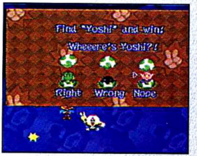
The Geno Whirl Special Attack works particularly well against undead enemies.

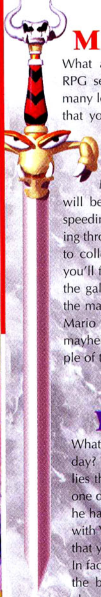


FREEBIES

Finding unexpected bonuses is one of the biggest thrills in any Mario game. One of the most unexpected (and most welcome) times to get a bonus in Super Mario RPG is during a knock-down, drag-out fight. From time to time, you'll be rewarded with Max HP, which fills up a character's Hit Points. You can also get a free extra attack, which is like taking two turns at once. After using items in battle, you'll often get a freebie to replace the item you just spent. You may also collect items that were held by the enemy. Sometimes, after winning a fight, you are given the chance to play the Yoshi Shell game. If you take the challenge and find Yoshi under one of the three shells, you'll double the Experience Points earned in your last fight.

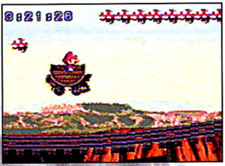


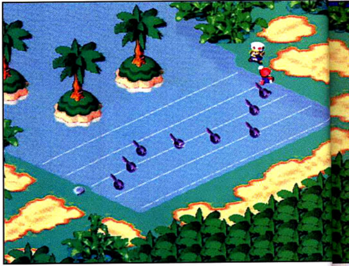




MARIO'S WILD RIDES

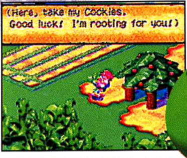
What a ride! Super Mario RPG sends you through so many loops, twists and turns that you'll think you're out of control in a speeding mine trolley. In fact, in the Moleville mines, you will be out of control in a speeding mine trolley, flashing through side-scrolling and Mode 7 areas while attempting to collect coins. But that's just one of the bonus activities you'll find in this quirky world. Expect to be bamboozled by the gallery of Booster's ancestors, then prepare yourself for the marathon race up the hill to the wedding chapel. Super Mario RPG spills over with puzzles, races, mysteries and mayhem. The events pictured here give just a tantalizing sample of the whole, rich carnival.

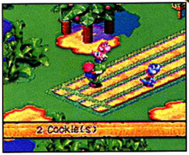




YOSHI RACES

What do the dinosaurs of Yo'ster Isle do all day? They run. At the center of the island lies the race track, but lately it seems that one dinosaur has dominated the races and he has become a bully. When you join up with Yoshi to race for the crown, you'll find that you need as much rhythm as stamina. In fact, you have to tap buttons along with the beat of the music in order to move ahead. Simply pushing buttons as fast as possible won't get you anywhere. For an extra burst of speed, feed Yoshi a cookie.


(Here, take my Cookies.
Good luck! I'm rooting for you!)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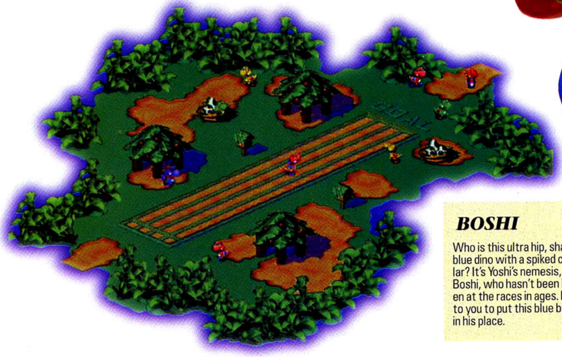
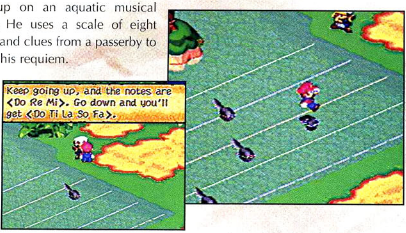


BOSHI

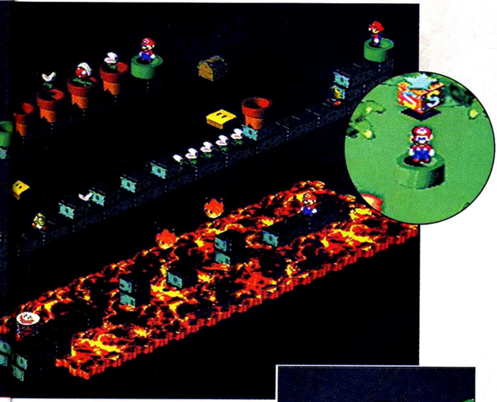
Who is this ultra hip, shaded blue dino with a spiked collar? It's Yoshi's nemesis, Boshi, who hasn't been beaten at the races in ages. It's up to you to put this blue brute in his place.

TADPOLE TUNES

Mozart never used amphibians in his music, but if he had lived in the Mushroom Kingdom, he might have done so. At Tadpole Pond, Mario recreates a melody using musical tadpoles who line up on an aquatic musical scale. He uses a scale of eight notes and clues from a passerby to finish his requiem.

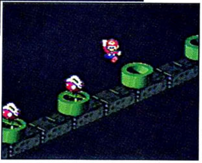


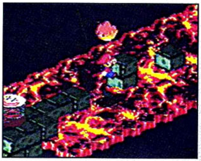
Keep going up, and the notes are <Do Re Mi>. Go down and you'll get <Do Ti La So Fa>.



PIPE VAULT

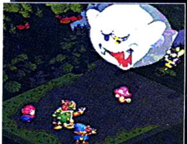
On the way to Moleville, Mario and Mallow must navigate the shadowy world of the Kero Sewers, where skill at jumping is a matter of survival. This course almost feels like a regular Mario game as you leap over Piranha plants and hop between blocks floating above a bubbling cauldron of lava. It won't be the only stage in which Mario's jumping talent makes a difference.



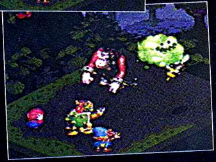


BOWSER

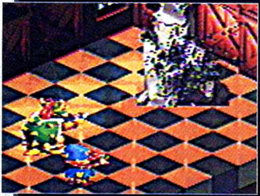
You can bet that the King of the Koopas doesn't appreciate being thrown out of his castle. Flung off into the wide world along with Mario and Princess Toadstool, Bowser sets about recruiting an army. In spite of the humiliation, eventually he joins up with Mario. He uses Chomp as a weapon and a Big Boo as a Special Attack. As you might imagine, Bowser is tough and strong, but he proves to be a good companion.



Big Boo materializes above your foes when Bowser casts his Terrorize spell.



Enemies won't breathe easy when the Poison Gas Special covers them in toxic fumes.



Crusher causes a boulder to shoot through the floor and crush enemies with a surprise attack.

Namco's latest RPG is taking the Japanese game world by storm. We don't know if this title will ever grace our shores, but in the meantime, sit back, relax, and listen to the spellbinding Tales of Phantasia!

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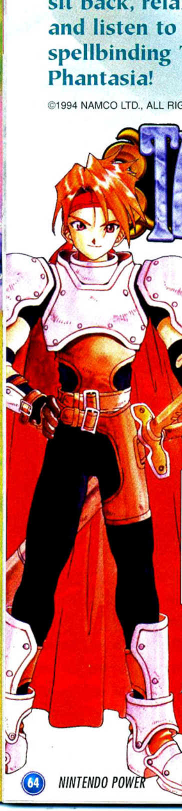
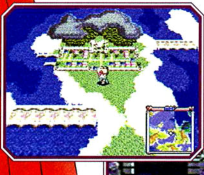
TALES OF PHANTASIA

INTERACTIVE ADVENTURE

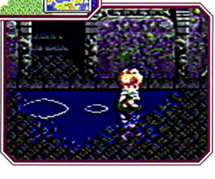


Cless Alvein

In Japan, quality RPGs and simulation games are a yen a dozen, so why has Tales of Phantasia garnered so many rave reviews from critics and fans since its release last December? At a time when RPGs are becoming more cinematic in scope and presentation, Namco decided to play up that concept to the hilt and give TOP the look and feel of an interactive movie. To do this, they turned to a genre of sci-fi and fantasy-related animated films called OAVs ("Original Animation Videos") for inspiration. In Japan, many voice actors enjoy the kind of star status that Americans usually reserve for their on-camera counterparts. A number of famous vocal talents were enlisted to provide the voices for the game's heroes, which are heard throughout the game. Character designs were executed by acclaimed artist Kosuke Fujishima, best known for his hit "You're Under Arrest" and "Oh, My Goddess" OAV series. Even the game's opening resembles nothing so much as a film's title sequence, complete with a digitally recorded theme song and vocals! All of these elements and more combine to bring home the idea that Tales of Phantasia is not just another RPG, but rather an interactive drama.

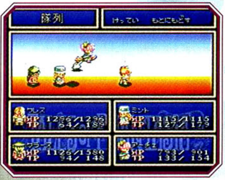


Taking a cue from television manufacturers, TOP treats players to a screen-within-a-screen map feature, giving you a detailed look at your immediate surroundings as well as a bird's-eye view of a wider area of the overworld.



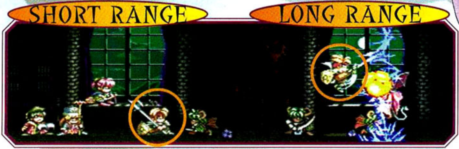
Designers used a rich palette to color the world of Phantasia and paid special attention to small but significant details like reflections in mirrors and sparkles of light on water.

WIDESCREEN WONDERMENT



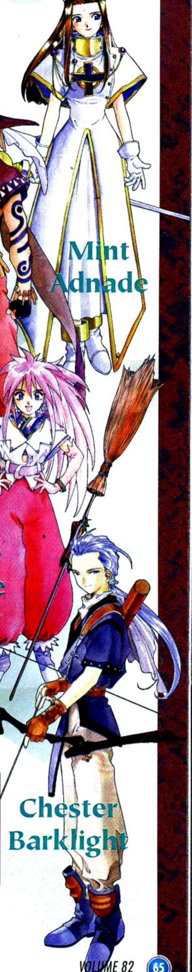
Tales of Phantasia follows the young adventurer Cless Alvein and his companions as they try to thwart the machinations of the dark lord, Daous.

Adding to TOP's cinematic feel are the "widescreen" battle scenes, with the side-scrolling camera panning back and forth between your party and their adversaries. What has fired fans' imaginations even more, however, is the battle system itself. Rather than using menus, players activate action-style moves by pressing a single button on the control pad. You control only Cless, the main character, during battles. The other characters, including Chester, Cless's childhood friend and an expert archer, Mint, a magic-wielding healer, Arche, a powerful magician, and Klarth, a medium who summons spirits for offense and defense, will automatically attack, defend or disengage from battle according to pre-set orders.



Cless's repertoire includes short- and long-range attacks. If you choose a short-range assault, the entire party will move close to the battle line.

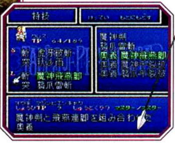
When executing a long-range attack, Cless will leave his place at the front of the party, dash forward and deliver his blow, then return to his post.



COMBO ATTACKS

As our heroes gain experience, they'll learn better spells and attacks. The minor characters will automatically use the moves appropriate to their pre-set commands, but you set the attacks Cless uses in battle. Only one short-range and one long-range attack are available at a time, and you'll gain expertise in an attack until your rating reaches 100%. If two attacks of the same type reach maximum power, you can combine them into a special combo attack, which has greater power and accuracy. Attacks are powered by Technical Points, which are replenished by eating food, using certain items and winning battles.

The B Button activates your chosen short-range attack, and the A Button unleashes your long-range attack. Special combo attacks are highlighted.



STRATEGY

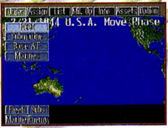
P.T.O. II

Pacific Theater of Operations

It has been said that, for war game fans, the beauty of a game is in the details. If this is true, then PTO II is a beautiful piece of work indeed. This month, we look at both overall campaign strategies and individual unit tactics that will help you through the greatest tragedies and triumphs of World War II.

IT'S IN THE DETAILS

Few conflicts can compare in sheer scope to the battles in the Pacific Theatre of Operations in World War II. For over three years, thousands of men and machines played a deadly game of cat-and-mouse over millions of square miles of open sea. The armchair admirals at Koei have done an incredible job of recreating the Pacific war with a great degree of realism, but despite the high level of complexity, they have also made this game much more playable than the original. The menu-based command system has been reworked and the turn sequence pared down, making for faster, more manageable and more exciting game play. Other improvements include the ability to supply planes to aircraft carriers at any port with an airfield (not just at your home port), and expanded options for organizing, combining and splitting fleets while at sea.


Order
Assign
List
Mil. Op
Info
Assets
Option
U.S.A. Move Phase
Fleet
Submarine
Base A.F.
Marines
Fleet
Subs
Marine
Enemy

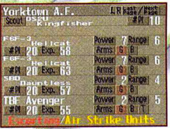
The current menu system is more logical than the original.

General Tips

In PTO II, you can play individual scenarios that cover a month or less of game time, or you can choose campaigns that may take years to complete. We'll first take a look at some overall game tips, then walk through a few sample game turns and discuss specific strategies and individual unit tactics.

Air Power Is Key

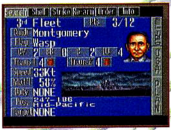
Aircraft played a major role in the first World War, but World War II marked the beginning of the dominance of air power. Not surprisingly, experienced air crews have better odds in battle, and they can mean the difference between victory and defeat. New pilots start off at experience level 20, and they can get up to level 60 before they engage in a single battle. The best way to deploy your planes (a pilot and his plane are treated as a single unit and can't be separated) is to first supply your base air forces from your national reserves. To raise their experience levels, order the base air forces to conduct regular patrols. You can then move your experienced pilots from bases to aircraft carriers as necessary.


Yorktown A.F.
Last Page/Next Page
Scout
OS2U Kingfisher
#Pl 10
F6F-3 Hellcat
#Pl 20 Exp. 58
Power 7 Range 6
Arms G B
F6F-3 Hellcat
#Pl 20 Exp. 63
Power 7 Range 6
Arms G B
SBD Dauntless
#Pl 20 Exp. 57
Power 2 Range 4
Arms G B
TBF Avenger
#Pl 20 Exp. 55
Power 2 Range 5
Arms G B T
Escort/Air Strike Units

Assign more experienced pilots to aircraft carrier squadrons.

Use Search Planes

All the ships and planes in the world won't help you if you can't locate your enemy! Always send out search planes during the Plan Phase. Shipboard crews may spot an enemy fleet as they approach or pass by, but don't count on it. If you spot an enemy fleet in time, you can launch a preemptive strike or get your crews ready to defend your fleet. If the enemy surprises you, you may not be able to launch your planes in time to provide defensive air cover. Keep in mind, though, that even Searches are not foolproof (the weather and other factors will lower your success rate), and it may take several Searches to find a nearby enemy fleet.


Search
Shell
Strike
Re-arm
Order
Info
3rd Fleet
3/12
Cmdr Montgomery
Flag Wasp
CV 2
BB 0
2
DD 4
Trans1 4
Trans2 4
Speed 33Kt
Mat'l 58%
Duty NONE
Pos. 247-186 Mid-Pacific
Target NONE
USA
PLAN

You can't search if the weather turns bad.

Be Wary In Hostile Waters

If you're conducting a lengthy battle or campaign in hostile waters, it's always a good idea to provide air cover, weather and supplies permitting. Any planes chosen for Escort duty will remain in the air for the rest of the turn, then return to their carrier. Even if you're surprised by an enemy air force, you'll be able to fight back. You should also avoid docking in hostile waters, even if you've sucessfully occupied an enemy port. If you need to repair and refuel, take your ships back to a safer port behind the front lines. A docked fleet cannot move or fire its guns, and your ships will be sitting ducks for any attacking forces. For example, let's say your enemy controls Saipan, Guam, Palau and Truk, and you manage to take over Truk. The other islands are less than a day's sail away, so an enemy fleet from any one of those ports could

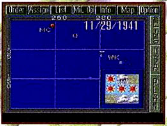
Order
Assign
List
Mil. Op
Info
Map
Option
220
240
SN
GM
PL
TR

Even if a Search turns up nothing, you can never be sure!

arrive in your backyard at any moment. Always assume the enemy is near and getting ready to attack!

Watch the Weather

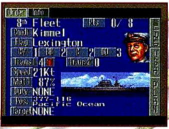
The weather can be a thorn in your side, but if you're flexible enough, you can usually find ways to turn it to your advantage. Cloudy weather reduces your chances of spotting enemy units in a Search, but at least your opponent will face the same problem. Rain, fog or snow will ground all air units, but if you have powerful ships, you can Shell enemy ports or fleets without having to worry about airborne defenses. If luck is with you, hiding behind a rain squall or storm front is the perfect way to approach a base for a sneak attack. Be careful to stay out of a storm, though, since it will totally immobilize your fleet. To find out what the weather is like around you, place the cursor on any part of the Grid Map (not the Main Map) and press the Select Button. You can check out the weather at various coordinates before you Move or Sail.



Press Select on the Grid Map screen to check the weather.

Monitor Your Supplies Closely

All of your forces, including bases, submarines and fleets, depend on supplies to keep going. Choose the Assets menu on the Main Map screen, then choose Net to look at your supply network. Be especially protective of any bases that have only a single supply line running to them. If a base gets cut off (it will flash on the Network display), you won't be able to replenish its men or aircraft, and it will eventually run out of food, fuel and repair materials. If fleets or submarines run out of supplies while at sea, they'll be lost permanently! Always include at least four transport ships with a large fleet and protect them in battle. If a fleet is too low on fuel to make it back to a friendly port, it can rendezvous with another fleet and pick up supplies. Move one fleet close to the other., then go to the Fleet screen and use the Org(anize) command to establish contact. Even if you don't exchange ships, you'll be able to resdistrubute supplies among the fleet transports.

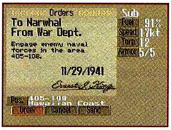


8th Fleet
Pts 0/ 8
Cmdr Kimmel
Flag Lexington
CV 1 BB 2 C 2 DD 3
Trans1 4 Trans2 0
Speed 21Kt
Matl 87%
Duty NONE
Pos. 377-116
Pacific Ocean
Target NONE

Check the Fleet screen to monitor the supply situation.

Submarines

Don't underestimate the power and usefulness of your silent fleet. Some players may be tempted to use these very stealthy boats as scouts only, but they make effective offensive forces when used properly. Very few ships are equipped to defend against submarines, and though the early models are not likely to sink many ships, a few well-placed torpedoes can hobble an enemy fleet. A fleet can only go as fast as its slowest ship, and damaging one or two key ships in a fleet can give you a terrific tactical advantage. You can also use submarines to target a fleet's transports, robbing it of precious fuel. When using a submarine in battle, be sure not to move or fire torpedoes every single turn, since this will give away your position to enemy ships. On the defensive side, be sure to include destroyers or cruisers armed with depth charges in your key fleets, especially those with aircraft carriers.

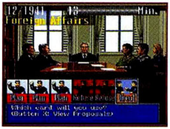


Orders
To Narwhal
From War Dept.
Engage enemy naval forces in the area 405-108.
11/29/1941
Sub
Fuel 91%
Speed 17kt
Torp 12
Armor 5/5
Pos. 405-108
Hawaiian Coast

Submarines can be effective hunters as well as scouts.

Compromise When You Can

The policy decisions made at the monthly conference greatly affect how well you'll be able to wage war, and you should give them at least as much attention as you give to fleet movements. The other military commanders and politicians are more likely to agree with each other than with you, so check over their proposals before you submit one of your own. If you see a proposal you can live with, go ahead and support it. That way, you'll have at least two votes in your favor from the start of the debate. Save your powerful negotiating cards, like Unify, and Direct, for the middle or end of a discussion. Even if you win one or more people over to your proposal, chances are someone will change his mind after a few minutes. If you want to bide your time, but you don't want to use a Bide or Pass card during your turn, then discard a card you don't need. Be careful not to press B when someone asks you a direct question or you'll find yourself throwing away your proposal and accepting his. Finally, keep your long-term strategic goals in mind when deciding how to spend the navy's budget, and build a variety of ships, planes and weapons.

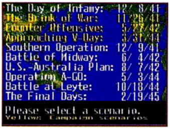


Which card will you use?
(Button X: View Proposals)

Save your powerful Negotiation Cards for the last few minutes.

History

Don't worry too much about exact dates and events in history. Though the situations in PTO II are based on fact, the computer does not follow a set script or chain of events. For example, in "The Brink of War" campaign, the Japanese may not attack Pearl Harbor on December 7, if at all. If you're commanding the Japanese fleet, there's no guarantee that the U.S. fleets will be at Pearl Harbor on that date. You can take your cues from history, but it would be best to devise your own strategies and plans based on what you observe during the game.



The Day of Infamy: 12/ 8/41
The Brink of War: 11/26/41
Counter Offensive: 5/27/42
Approaching V-Day: 3/31/44
Southern Operation: 12/ 9/41
Battle of Midway: 6/ 4/42
U.S.-Australia Plan: 8/ 7/42
Operation A-GO: 5/ 3/44
Battle at Leyte: 10/18/44
The Final Days: 2/19/45
Please select a scenario.
Yellow: Campaign scenarios

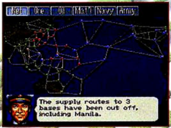
There's no telling what will happen this time around!

THE BRINK OF WAR

Using the experiences we've had with PTO II, we've put together a walk-through of the first few turns of "The Brink of War" campaign as a way to illustrate some basic strategies and tactics. All players have their own approaches, but we can at least give you an idea of the types of things you should think about in any scenario or campaign. Let's say you've chosen to lead the U.S. forces. There are reports that the Japanese may attack a U.S. base or fleet within the next few days. The first order of business is to identify potential targets and take stock of your forces.

Potential Targets

You can only guess where the Japanese may attack, but you can try to make educated guesses. Your Phillipine bases, Manila and Davao, have been cut off from the supply network and are far from reinforcements. If one or both of these bases were taken over, you'd lose not only precious resources and production capacity, you'd lose the only strategic foothold you have in Japanese territory. Midway is also high on the potential target list. It's the only supply link to Wake, and it acts as a scouting post and first line of defense for Hawaii, yet it has only a few squadrons for defense. As for Hawaii, your home port is currently full of capital ships, all unfueled and defenseless. Guam and Wake are also potential targets, but the other bases offer more attractive opportunities.



The supply routes to 3 bases have been cut off, including Manila.

Use the Asset-Net command to see your supply network. Bases that have been cut off will flash.

Your Forces

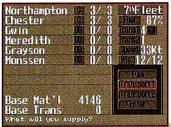
You have three fleets docked at Manila, two fleets just off the Wake Island coast and six fleets at Pearl Harbor. You also have a number of ships stationed at Panama and on both U.S. coasts, but for the purposes of this article, we'll be using the ships at Manila, Wake, Hawaii and Los Angeles only. Most of your bases have their own ground troops and air forces, and there is a total of 16 submarines stationed at Manila, Wake and Hawaii.

The Plan

Most of your bases will be able to rely on their own ground units and air forces for protection. Your ships will be used to set up lines of defense around the high-risk targets, Manila, Davao, Midway and Hawaii, and to patrol the routes any attacking forces might use. The 6th and 7th Fleets will patrol the area between Guam and Wake, on the off chance the Japanese decide to strike there. At the same time, they can keep an eye out for ships making a southern approach to Hawaii. Some of you may wonder whether it's worth trying to hold on to the Phillipine bases. Though you'd have little chance of holding out against a sustained assault, defenders have the advantage in battle, and you could probably inflict a lot of damage on any attackers. Keep in mind that Japan's production capacity is lower than that of the U.S., so it could be well worth it to damage or sink a few Japanese capital ships right at the start of a war. If an attack does come and the tide of battle turns against you, you can order your ships to head for friendlier waters.

Turn 1

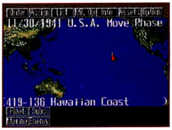
Your ships won't get far without fuel, so all of your fleets should be supplied as soon as possible. Be sure to assign at least four transports to each fleet if they don't have them already. Order the 6th Fleet to supply at Wake and the 7th Fleet to patrol nearby. While your fleets aren't shipshape, your subs are already fueled and ready to go. Launch them immediately and deploy them in staggered formations around their respective bases. For now, the subs should stay fairly close to port to keep their search nets tightly woven. Submarines, like ships and planes, can "see" in a given radius around themselves. If these spheres overlap a bit, you'll have a better chance of spotting enemy units. Send four of the Manila-based subs to patrol around Davao, while the rest ply the waters between Manila and Hanoi, a major hub for the Japanese navy and the likeliest staging area for an attack. Deploy the Wake subs to the south-southwest and the Hawaii subs to the north-northwest, since any attacks would most likely come from those directions. Although Midway is also vulnerable to an attack out of the north, they'll have to make do with air searches for now. Assign more planes to all of your land-based air forces in the Pacific and order them to conduct patrols. This will increase pilot experience and your chances of spotting approaching fleets. Keep your air forces balanced between fighters and bombers/attack planes. The air forces at Manila and Davao are controlled by the army, but they will automatically patrol around and defend their bases. All bases should lay down mines. The mines will hinder any enemy fleets trying to shell the bases or land troops, but your fleets can slip past them. The last task for this turn is to assign commanding officers to all of your fleets. Fleets will perform better, especially in battle, with someone at the helm. Naturally, admirals with high Air ratings should command carrier groups. Even if a commander has no experience, or if you direct a battle yourself, a fleet will perform better with an officer aboard.



```
Northampton  C   3/ 3   7thFleet
Chester      C   3/ 3   Fuel   87%
Gwin         DD  0/ 0   Trans1 4
Meredith     DD  0/ 0   Trans2 1
Grayson      DD  0/ 0   Speed 33Kt
Monssen      DD  0/ 0   Pts  12/12

Base Mat'l     4146
Base Trans        0
What will you supply?
```

Assign transports to a fleet before you load the fuel.



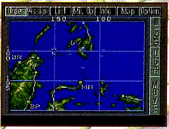
11/30/1941 U.S.A. Move Phase

(419-136 Hawaiian Coast)

The northern route to Hawaii and Guam is wide open and only lightly defended.

Turn 2: Manila

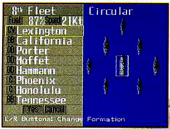
It's time to start deploying your fleets out of Manila. Place two fleets along the defensive line you've already formed (at or near coordinates 150-145 and 150-155), then send a couple of subs to scout around the Japanese base at Hanoi, just to see if your suspicions about Japanese ship movements are correct. If there are ships there, you can monitor their movements and rob them of the element of surprise. If there are none, at least you'll have eliminated one possibility and you can start looking somewhere else. The third fleet should be sent south to patrol around Davao. Keep an eye on both the eastern and western approaches. Though the Japanese forces to the east are most likely concentrating on the front lines, there's a chance an attack on Davao may come from Palau or Saipan. Remember to save Movement Points to conduct searches or order attacks during the Plan Phase. If you don't want to micro-manage your fleets, you can also use the Patrol command to make them act independently. A fleet under the Patrol command will always save three Movement Points for the Plan Phase, but it may wander farther than you'd like from its assigned post. If you do use Patrol, cancel the order and take direct control of a fleet as soon as it spots an enemy.



Position one of your Phillipine fleets to the west of Davao.

Turn 2: Hawaii and Elsewhere

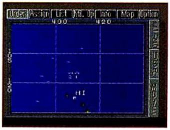
The fleets at Pearl Harbor are refueled but still not ready to set sail. Each type of ship has its own strengths and weaknesses, and most of the Hawaii fleets have only one type, leaving them vulnerable in one way or another. For example, most battleships and cruisers are not equipped with depth charges, leaving them vulnerable to submarine attack, while destroyers can't carry scout planes, making them unable to conduct searches. Use the Assign command on the Main Map screen to pull ships into your reserves, then dole them out again among the various fleets (assigning ships to fleets can only be done at Pearl Harbor). Give each fleet a mix of battleships, cruisers and destroyers. If you wish, you can use ships from your reserves to bring each fleet to its full complement of eight ships. There's one fleet with a carrier at Los Angeles, and you should have it depart immediately for Pearl Harbor. The plan is to have it rendezvous with a fleet from Pearl Harbor, exchange a few ships, then send the smaller fleet (possibly with one cruiser and a few destroyers) back to the West Coast. Los Angeles will be vulnerable for a short time, but the threat to the West Coast is not great right now, and you need the carrier's strength on the front line. The 6th Fleet should be docking at Wake during this turn, so cancel the base air force's Patrol orders and have them fly Escort over the area. If an attack comes during this turn, the 6th Fleet will be unable to fire back, but the escorting planes will provide some defensive air cover. This is always a good thing to do when your ports are close to enemy lines. You may want to Re-arm the Devastator attack planes with torpedoes, in case enemy ships come calling. Always make sure that your planes are outfitted correctly for the mission at hand. If you're expecting an attack primarily from the air, arm your defenders with guns. If you expect to encounter ships, arm your planes with bombs and torpedoes.



Be sure to provide the carrier with a strong escort.

Turn 3

Your Hawaii fleets are finally ready. Hawaii has a large air force, so send two fleets, including the carrier group, towards Midway. If you really think Hawaii is the target (it may not be, remember that!), then keep three fleets there. Send your remaining forces toward Wake to support the 6th and 7th Fleets and to see if anyone is approaching Hawaii from Truk, Marshall or Gilbert. The 6th Fleet can leave port and begin patrolling while the 7th Fleet docks and refuels. The Wake air force should remain on Escort duty. All other forces should remain on patrol.



Concentrate your patrols to the north-northwest.

During this critical stage, keep direct control of all your forces. A fleet moving automatically may not try to shadow an enemy force. If you spot an enemy fleet, try to follow it and use Search to keep it in sight.

The Price of Freedom

From this point, you're on your own. We've discussed some of the likeliest conditions for the start of the campaign, based on our experiences, but your game may unfold in an entirely different way. There's no way of knowing if or when the Japanese will attack, but you don't have to wait for disaster to strike. If a declaration of war doesn't come soon, start sending some of your ships to other places where you think the enemy fleets may be lurking. If you locate them before war breaks out, you may be able to blunt their attacks or make decisive strikes right from the start. You may even have time to send additional help to Manila and Davao. Up until now, we've been thinking mostly in terms of reacting to the enemy, but once war breaks out, you'll have to think about offense as well as defense. All of the questions you've been asking yourself about your defenses should be turned around the other way. Where are the Japanese forces vulnerable? Where can you disrupt their supply lines? Your fleets can't always be around to protect your bases, so unless you have good reason to believe an attack is coming to a specific place at a specific time, your bases will often have to rely on their own troops and air forces. Keep in mind that air power will be a key factor for both sides, so protect your carriers and go after your enemy's. Once the Japanese fleets are weakened, you can begin to attack their bases and and land units. The real war in the Pacific took several years, so don't expect to win overnight. If you're patient and cautious, however, you just might be able to go on to victory in the Pacific Theatre of Operations!

CLASSIFIED INFORMATION

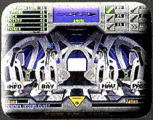
0428 6211 4342 0680

MEMBER IDENTIFICATION #

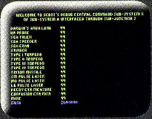
seaQuest DSV

Secret Option Menu

If the undersea life is getting you down, use this code to access a secret debug menu that will let you increase your weapons and equipment reserves to a maximum of 99 pieces each and your money to a bank-breaking $600,000! On the main bridge screen, press L, R, B, A, Left, Right, X, Y, Up and Down to make the debug menu appear. Use the control pad to highlight the weapon or item you'd like to increase and press A. You'll have more torpedoes and Stingers than you'll know what to do with!



Press the Select Button to go to the main bridge, then enter the code.



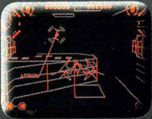
```
WELCOME TO SCOTT'S DEBUG CENTRAL COMMAND SUB-SYSTEM 8
OF SUB-SYSTEM A INTERFACED THROUGH SUB-JUNCTION 2
DARWIN'S AQUA LUNG     99
HR PROBE               99
SEA TRUCK              99
SEA SPEEDER            99
SEA CRAB               99
STINGER                99
TYPE I TORPEDO         99
TYPE II TORPEDO        99
TYPE III TORPEDO       99
TYPE IV TORPEDO        99
TRITON MISSILE         99
SM PULSE LASER         99
MD PULSE LASER         99
LG PULSE LASER         99
DECOY CTR MEASURE      99
CONFUSION CTR MSR      99
MINE                   99
CASH                   [illegible]
```

You can access the debug menu anytime during your game by repeating the code.

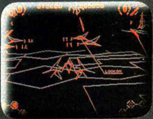
RED ALARM

The Little People

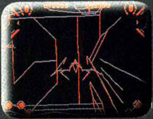
This trick won't help you win the game, but it's fun to do, anyway. Play through the first stage until you come to the room with the small figures running around. Destroy the enemies, then stop and turn back towards the entrance of the room. Fly slowly along the wall to your right and shoot the lower right corner of the wall near the door. A little house will appear, complete with stick people and furniture!



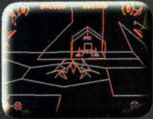
Start your game as you normally would. This trick works at any difficulty level.



Clear this chamber of enemies, then turn around and go back the way you came.



Shoot the wall to the right of and down from the door.

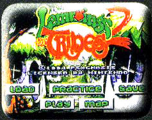


Voila! A virtual couple will set up housekeeping!

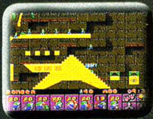
Lemmings 2 The Tribes

Lemmings Subtitles

This is another trick that's just for fun. On the title screen, place the cursor on the dot just above the "i" in "Lemmings" and press B. A word balloon saying, "Hi!" will appear. Now whenever your Lemmings say something, little word balloons will pop up!



Use the cursor and the B Button to dot the "i."

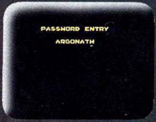


Now you'll have subtitles, in case you're hard of hearing!

Stage Select and Boss Portraits

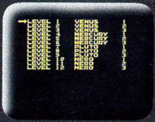
The passwords below give you access to a stage select screen and pictures of characters from the game. Enter a password, then start your game as usual. After you pick a character, a stage select screen or an image will appear, depending on the password you used. If you use one of the picture passwords, you can't start a game unless you reset.

ARGONATH - **Stage Select**
GREENHAM - **Mitch Hunter Portrait**
EZOGHOUL - **Character Portrait**
SYMMETRY - **Character Portrait**
HEIMBURG - **Character Portrait**



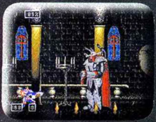
```
PASSWORD ENTRY
ARGONATH
```

Enter a password and start your game as normal.

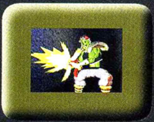


```
→LEVEL 1   VENUS    1
 LEVEL 2   VENUS    2
 LEVEL 3   VENUS    3
 LEVEL 4   MERCURY  1
 LEVEL 5   MERCURY  2
 LEVEL 6   MERCURY  3
 LEVEL 7   PLUTO    1
 LEVEL 8   PLUTO    2
 LEVEL 9   PLUTO    3
 LEVEL 10  NERO     1
 LEVEL 11  NERO     2
 LEVEL 12  NERO     3
```

If you used ARGONATH, this screen will appear.



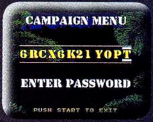
Use the Control Pad to select a stage, then press Start.



Can you identify this menacing looking fellow?

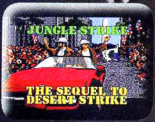
End Screen and Credits

Are you all guts and no glory, or all glory and no guts? Whether you're a jet jockey or a desk jockey, you can skip to the end of Jungle Strike if you enter the password 6RCX6K21YOPT. Maybe the parade will be even better if you actually play through the game...then again, maybe not!



```
CAMPAIGN MENU
6RCX6K21YOPT
ENTER PASSWORD
PUSH START TO EXIT
```

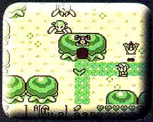
Enter the password, then go through the normal game start procedures.



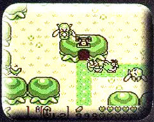
Instead of flying into a fire-fight, you'll be able to kick back and celebrate!

Creative Use Of Poultry

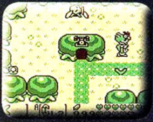
We recently discovered three tricks, one that is useful and amusing, and two that are just...well, you'll have to see for yourself! For the first trick, you'll need the Boomerang and the Rooster. Throw the Boomerang as far as you can, then grab the Rooster before the Boomerang returns. As long as you hold the Rooster, you'll be able to fly around the screen with the Boomerang whirling beneath you. The Boomerang will defeat enemies and pick up any items left after a battle. When you drop the Rooster, you'll pick up the Boomerang and all the items collected! As for the other two tricks, sprinkle a little Magic Powder on or fire the Flame Rod at a chicken and see what happens. We wonder what it is about chickens that get the Nintendo programmers so excited!



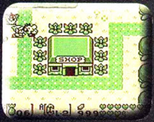
Throw the Boomerang as far as you can.



Grab the Rooster before the Boomerang returns.



You'll be safe above while the Boomerang whirls below.

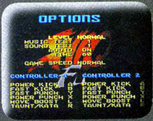


What is this business with Magic Powder, anyway?

SHAQ FU

Secret Arena

Here's a code that will take you to a secret arena in the Duel Mode. Go to the Options Screen and press Up, Right, B, Down, Left and B. If you enter the code correctly, the screen will flash. Now go to the Duel Mode Player Select screen. Press X and B at the same time on both controllers. If this is done correctly, the picture at the center of the screen will disappear. When you start your duel, you'll appear on a rocky cliff near a mysterious gate.

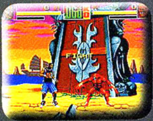


OPTIONS

LEVEL NORMAL
MUSIC TEST 1
SOUND TEST 1
AUDIO ON
TIME 60
GAME SPEED NORMAL

CONTROLLER 1		CONTROLLER 2	
POWER KICK	A	POWER KICK	A
FAST KICK	B	FAST KICK	B
FAST PUNCH	Y	FAST PUNCH	Y
POWER PUNCH	X	POWER PUNCH	X
MOVE BOOST	L	MOVE BOOST	L
TAUNT/KATA	R	TAUNT/KATA	R

If you input the code correctly, the screen will flash.

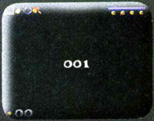


Shaq, I don't think we're in Kansas anymore!

PAC-IN-TIME

Stage Select

To skip ahead to any stage, first enter L, V, D, Y and K as your password, then go back to the Title screen. Making sure the cursor is pointing to the one-player option, press and hold Left, L and R, and then press Start. Use X, A, L and R to choose the stage you want, then press Start to begin your game. It's that simple!



If you input the code correctly, this is the screen you'll see.

Nothing will stop Pac-Man now!

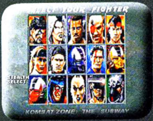
MK3

Kodes, Kodes and More Kodes!

We took a break from Mortal Kombat 3 last month, but we couldn't wait another issue to tell you about some of the awesome codes we've uncovered in the meantime. While it's hard to top the various option menu codes we featured back in Volume 80, we think you'll like what we've got in store this month. We'll start off with a Stealth Player Select code, followed by a few Fatalities and special moves for Smoke, Shang Tsung, Shao Kahn and Motaro. Have fun!

Stealth Select

On the Player Select screen, *quickly* rotate the Control Pad counter-clockwise and press Select. The box highlighting your character choice will disappear!



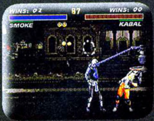
Smoke - Fatality

Want to blow up your opponent—and the entire world? Hold Block and press Up, Up Forward and Down while standing a screen length away.

SMOKE WINS
FATALITY

Smoke - Fatality

For another explosive finale, stand at close range and hold Run and Block, then press Down, Down, Forward and Up.



Smoke - Pit Fatality

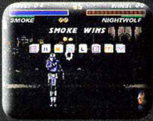
Can you stand one more Fatality from this guy? Stand right next to your opponent and press Forward, Forward, Down and Low Kick.

WINS: 08
99
WINS: 00
SMOKE
SUB-ZERO
SMOKE WINS
FATALITY

CLASSIFIED INFORMATION

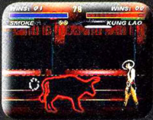
Smoke - Babality

At any range, press Down, Down, Back, Back and High Kick. Come to Uncle Smoke, you little cutie!


SMOKE
NIGHTWOLF
SMOKE WINS

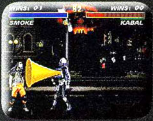
Smoke - Animality

Stand far away from your opponent and press Down, Forward, Forward and Block. How would you like to go a few rounds with him *now*?


WINS: 01
78
WINS: 00
SMOKE
KUNG LAO

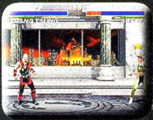
Smoke - Friendship

Press Run, Run, Run and High Kick to show your opponents how much you care. This is another long-range move.


WINS: 01
82
WINS: 00
SMOKE
KABAL

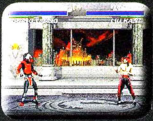
Shang Tsung - Kano Morph

To transform Shang Tsung into Kano, press Back, Forward and Block. See, what did we tell you? Bald is beautiful!


SHANG TSUNG

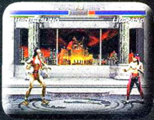
Shang Tsung - Sektor Morph

If you like Shang Tsung better as a rampaging cyborg, press Down, Forward, Back and Run.


SHANG TSUNG
LIU KANG

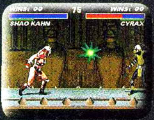
Shang Tsung - Sheeva Morph

To become the proud Shokan warrior, hold Low Kick and press Forward, Down, Forward, and then release Low Kick.


SHANG TSUNG
LIU KANG

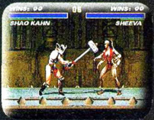
Shao Kahn - Green Fireball

It's green and it's burning. If you want it, press Back, Back, Forward and Low Punch.


WINS: 00
75
WINS: 00
SHAO KAHN
CYRAX

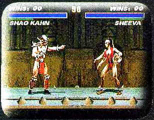
Shao Kahn - Sledgehammer

To pull out all the stops, press Back, Forward and High Punch. Where does he keep something that big, anyway?


WINS: 00
06
WINS: 00
SHAO KAHN
SHEEVA

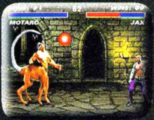
Shao Kahn - Laugh or Taunt

You can add insult to injury by pressing Down, Down, Down and a High or Low Kick. Just watch what you say!


WINS: 00
98
WINS: 00
SHAO KAHN
SHEEVA

Motaro - Fireball

To let loose a flaming glob of grease, rotate the Control Pad downward from Forward to Back and press High Punch. What a mess!


WINS: 01
82
WINS: 00
MOTARO
JAX

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

NHL'96™

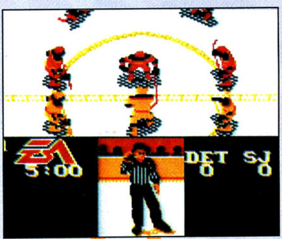
©1995 Electronic Arts

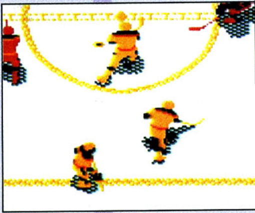
Your stick slaps against the ice, transforming the frozen rubber puck on the tip of your stick into a net-seeking missile. You watch transfixed, reminding yourself that it's only a game.

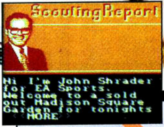
SUPER GAMEBOY
PALETTE 3-E

BETTER GRAPHICS, FASTER ACTION

It's baaack. Black Pearl Software aims between the posts with NHL '96, the sequel to NHL '95 for Game Boy. This password-backed Pak features all twenty-six NHL teams plus two all-star teams displayed in bright graphics with smooth motion. You follow the action from the perspective of the puck, watching the screen scroll smoothly up and down the ice. NHL '96 includes a team roster for line changes and even a calendar schedule in season mode. Pick your favorite NHL team and select from five modes of play, including Single Game, Season Play, Playoffs, a Seven-Game Series and Shoot-out. Now you can enjoy hockey on the road, without the fear of getting beaned by a loose puck.







Scouting Report

Hi I'm John Shrader for EA Sports. Welcome to a sold out Madison Square Garden for tonights

While NHL '96 doesn't include the real hockey stars, fans quickly pick up on the fact that every team reflects the strengths and weaknesses of its real life counterpart.

ATLANTIC DIVISION

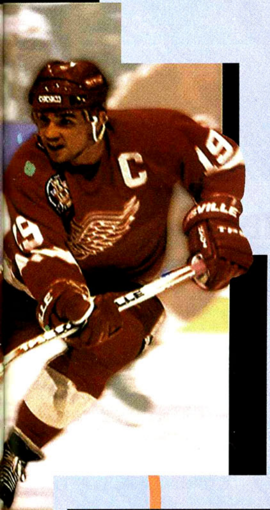
The Atlantic Division has traditionally dominated in the NHL. With Philadelphia's Legion of Doom and the stunning power of the New Jersey Devils, it's really no big surprise.

NY RANGERS

FLORIDA

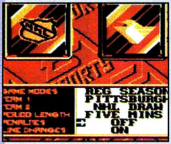
PHILADELPHIA

WASHINGTON



POWER PLAYS

Next to great play control, the most important element in any successful sports title is versatility. NHL '96 is packed with options to modify and customize your game. In addition to the five modes of play, you can alter game length or line changes. If you're tired of being called for offsides, you can silence the referee's whistle by disabling the penalty option.

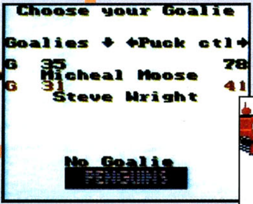


AME MODES
EAM 1
EAM 2
ERIOD LENGTH
ENALTIES
INE CHANGES

REG SEASON
PITTSBURGH
NHL DRAW
FIVE MINS
OFF
ON

LINE CHANGES AND SUBSTITUTIONS

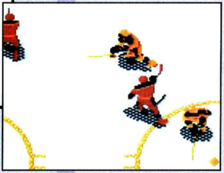
At the beginning of every period, all of your players are rested. As they spend more time on the ice, they begin to run out of energy. With the Line Change option on, you can select a new line prior to every face-off or change the lines on the fly by pressing the Select Button when you have possession of the puck. You can also change or pull your goalie by pausing the game.



Choose your Goalie

Goalies ↓ ←Puck ctl→
G 35 Micheal Moose 78
G 31 Steve Wright 41

No Goalie
PENGUINS



If your goalie is in a slump, you can change him by calling time out. You can switch a line only prior to a face-off or when your team has possession of the puck.

NORTHEAST DIVISION

The Northeast is packed with tough teams and is deep with talent. NHL '96 includes the 1995 rosters, so this is your final opportunity to take Quebec to the cup.

PITTSBURGH

MONTREAL

BOSTON

BUFFALO

HARTFORD

TAMPA BAY

NEW JERSEY

NY ISLANDERS

QUEBEC

OTTAWA

CENTRAL DIVISION

The competition is tight in the Central Division and any team could come out on top during the post-season action.

DETROIT

CHICAGO

TORONTO

WINNIPEG

ST. LOUIS

DALLAS

VANCOUVER

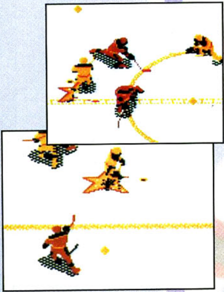
LOS ANGELES

CALGARY

EDMONTON

OFFENSIVE STRATEGIES

Finding a winning offensive strategy depends on the depth of talent on your team. Review your team roster and identify the strengths and weaknesses of every player who takes to the ice. All the players are rated according to shot and passing accuracy, shot power and stick handling. Know the difference between a strong player and a bench warmer, then pass the puck to your best shooters and take your best shot.

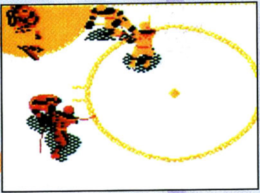


PASS THE PUCK

Whether it's lining up a shot to light the lamp or keeping the puck away from a strong defense, passing is critical to winning in NHL '96. But make sure that you keep possession of the puck.To reduce the chances of a turnover, pass only to the players you can see on the screen.

SLAP SHOTS

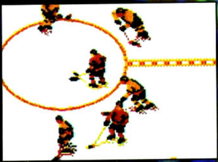
Slap shots can be on the mark or wildly inaccurate, depending on the shooting skills and position of the player making the shot. Increase your odds by taking a shot from just inside the blue line of the attacking zone near the right or left face-off spot.



'95 V

GREAT TASTE

Most hockey fans agree that NHL '95 was the first genuine hand-held hockey simulation in a field crowded with arcade style games, even though it didn't include the names of the real NHL players. The scrolling graphics and missing password save option in Regular Season mode left room for some minor improvements.

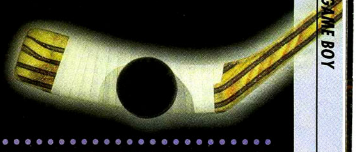


ANAHEIM

SAN JOSE

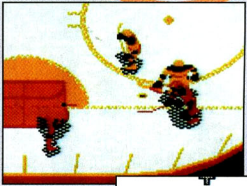
PACIFIC DIVISION

With powerhouse teams like Calgary, Vancouver, Edmonton, the Pacific Division is well represented both at the All Stars game and in post-season play.



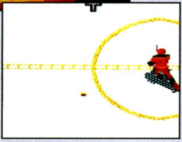
DEFENSIVE STRATEGIES

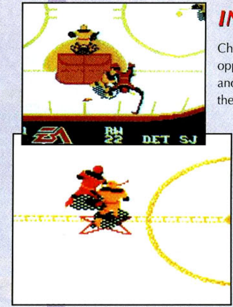
Even if your roster includes the most gifted scorers in the league, your team won't climb in the league standings without a decent defensive strategy. Whether you're playing catch-up or protecting your lead, the tips listed below can help keep the puck out of your defensive zone and away from your goalie's pads.



LANE CHANGES

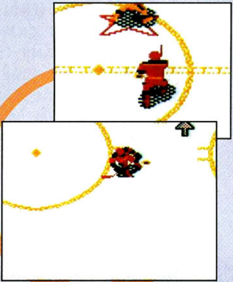
NHL '96 features a Line Change option that allows you to switch players on the ice prior to face-offs. If you're ahead by a comfortable margin in the third period, protect your lead by calling your Checking Line out onto the ice.





INTO THE BOARDS

Checking isn't pretty, but knocking the opposing team around can force a turnover and give your team the opportunity to take the puck into the attacking zone. If the penalty option is selected, make sure your checking is clean and fair. It takes several seconds for a player to get up and recover from a bone jarring check.



THE PUCK STOPS HERE

Don't rely on your goalie to pull you through tight spots. Move your defenders between the puck and the goal net. The heavier the traffic in front of the net, the less likely your computer opponent will be to pull off a shot and score. If a shot is made, your team will have a good chance at forcing a turnover.

S '96

LESS FILLING

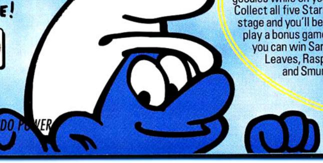
While NHL '96 doesn't overwhelm hockey fans with stunning innovations, the game does contain a few refinements over its predecessor. The animation is more fluid. The graphics are enhanced and Season mode tracks league leaders and team standings. If you don't own NHL '95, picking up NHL '96 for Game Boy is a no-brainer.

Blues Traveler Seeks to Stop an Evil Sorcerer

© Infogrames 1995

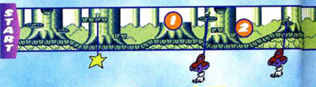
THREE OF US HAVE ALREADY VANISHED. HEFTY WILL TRY TO FREE THEM. LET'S WISH HIM GOOD SMURF BECAUSE THE WAY IS LONG AND SMURFY.

THAT EVIL SORCERER, GARGAMEL, HAS SMURFNAPPED BRAINY SMURF, JOKEY SMURF AND SMURFETTE! TO RESCUE THE THREE BLUE CAPTIVES, HEFTY SMURF MUST JOURNEY THROUGH 12 EXCITING STAGES, INCLUDING MOUNTAINS, SWAMPS AND A GOLDMINE. I-MOTION HAS WISELY TAILORED THIS SIDE-SCROLLER TO YOUNG SMURF-MANIACS. SIMPLE GAME PLAY, A WIDE VARIETY OF SCENERY AND CHALLENGES, AND GOOD USE OF THE SUPER GAME BOY PALETTE CONTRIBUTE TO A SMURFING GOOD TIME!

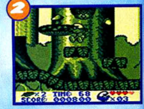


ACT 1: THE

Owls, caterpillars and buzz flies think Hefty is a pain in their neck of the woods. They're determined to give him a most unfriendly welcome! Be sure to get running jumps to cross the chasms.



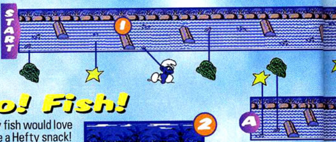
Up and at `Em



Getting to the first hidden area requires you to backtrack. Hop up this leaf-ladder below the owl's nest and then onto the stump. Move quickly. The grumpy owl loves to pelt poky Smurfs with acorns! Squish the Mushroom next to the owl to collect a hidden Raspberry.

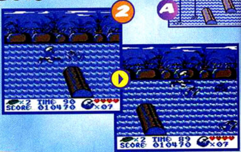
ACT 2: RIVER

Hop aboard a log for a wet and wild trip! Because you can't control your speed, you should just concentrate



Go! Fish!

Hungry fish would love to have a Hefty snack! These aquatic enemies like to patrol the narrow gaps between the stationary logs and the river bank. Wait until they've swum away before dashing by.



Smurf Stuff

Beating Gargamel and rescuing your friends won't be easy, so take time to gather food and other goodies while on your epic quest. Collect all five Stars in each stage and you'll be able to play a bonus game, in which you can win Sarsaparilla Leaves, Raspberries and Smurf Dolls.

Mushroom Sometimes these conceal added power-ups.

Sarsaparilla Leaf Essential Smurf food. Collect 10 for an extra life.

Raspberry Boost your life meter and gain 200 points by eating one of these.

Star Collect all five in a stage and you'll be able to play a bonus game.

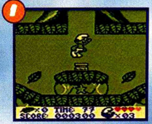
Smurf Doll These rare power-ups give you an extra life.

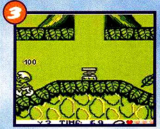
Key Defeat major enemies to win keys, which will free the Smurf prisoners.

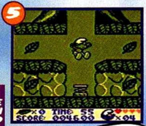
FOREST

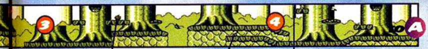
Don't Get Stumped

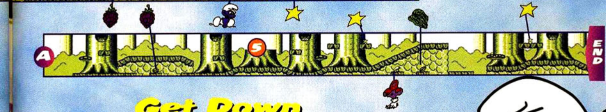
Stand on the jagged portion on top of a stump and press Down on your Control Pad to drop into a hidden area with power-ups. To return to the forest floor, jump on the trampoline.





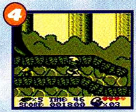






Get Down

Bop the caterpillar creeping on the upper level. Continue to the end of the ledge, drop off and return to the Mushroom below. Tap your A Button lightly to jump on the Mushroom and release the hidden Smurf Doll.

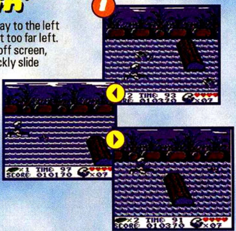


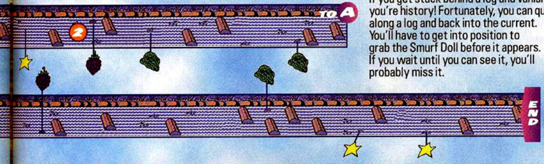
SMURF

on dodging the ravenous fish and the logs stuck in the current while grabbing as many power-ups as possible.

Log Jammin'

That ol' river just keeps rolling along. Stay to the left in order to see what's coming up, but not too far left. If you get stuck behind a log and vanish off screen, you're history! Fortunately, you can quickly slide along a log and back into the current. You'll have to get into position to grab the Smurf Doll before it appears. If you wait until you can see it, you'll probably miss it.



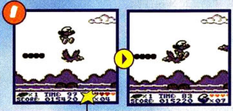


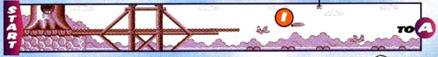
ACT 3: THE BRIDGE

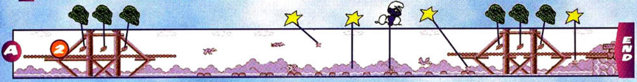
Heavy rains have wiped out a bridge over the river, and the few remaining sections are none too safe! You can cross partway by skipping over the timbers floating in the water, but at some point you'll have to hitch a ride with a bird!

Air Cargo

Heavier than the average Smurf, Hefty will cause a bird to sink beneath the waves if he rides too long. The trick is to hop on and off quickly. To grab the first Star, which is far overhead, you'll have to make two fast jumps. Split-second timing is crucial.

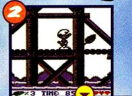


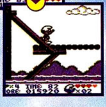




Broken Bridge

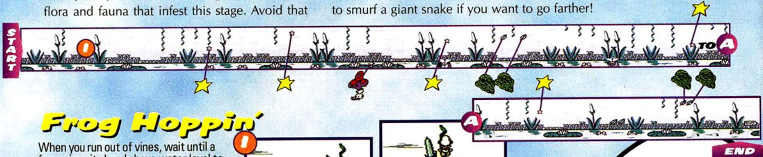
Smurfy bridge is falling down, my fair Hefty! The weight of a single Smurf can poke big holes in the remaining bridge sections. To avoid an unexpected dip, hop, don't walk, when you're crossing.





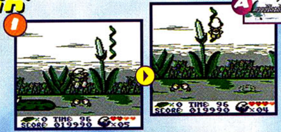
ACT 4: THE SWAMPS

You don't have any bug repellent, so you'll have to rely on your smurf wits to get past the odd flora and fauna that infest this stage. Avoid that sinking feeling by taking to the vines hanging overhead. Once you're on dry land, you'll have to smurf a giant snake if you want to go farther!


START
TO A
A
END

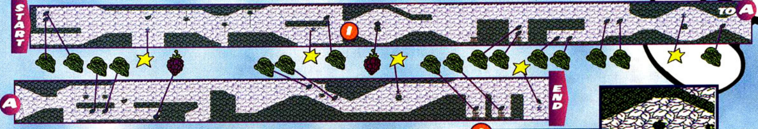
Frog Hoppin'

When you run out of vines, wait until a frog raises its head above water level to say croak, then jump on. Take the frog route until you can grab another vine.


×0 TIME 95
SCORE 019990 ×05
×0 TIME 96
SCORE 019990 ×04

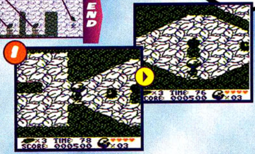
ACT 5: THE SARSAPARILLA FIELDS

A low ceiling cramps your jumping style in this soggy stage. Hungry spiders are spinning webs just for you, while water dripping from the ceiling drains your energy. You can hop across gaps in your path by bouncing off falling Sarsaparilla Leaves.


START
TO A
A
END

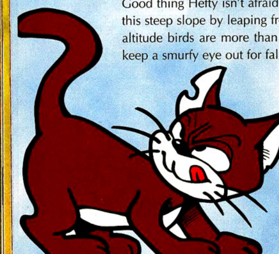
Bouncing Bug

If you bide your time, you can dash past these fuzzy rascals while they're bouncing the other way. Two team up to guard the fourth Star in this stage. You may have to take a hit if you want to grab the Star.

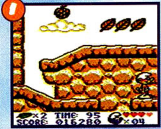

×3 TIME 78
SCORE 000500 ×03
×3 TIME 76
SCORE 000500 ×03

ACT 6: THE MOUNTAINS

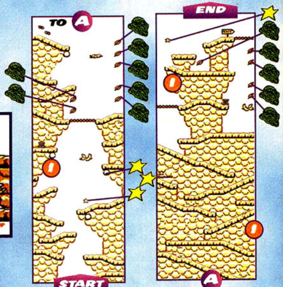
Good thing Hefty isn't afraid of heights! He'll have to work his way up this steep slope by leaping from ledge to ledge. When he's stuck, high-altitude birds are more than happy to lend him a wing. He'll have to keep a smurfy eye out for falling rocks, broken bridges and angry bees!



Trick Trek

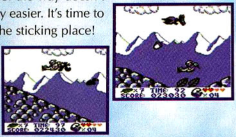

×2 TIME 95
SCORE 016280 ×04

Soon after starting your ascent, you'll have to find a hidden passage on your left. You'll have to take it if you want to climb any higher. Later, you'll find two more areas hidden in the mountainside that contain valuable power-ups.


TO A
START
END
A

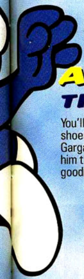
SMURF CITY, HERE WE COME!

Now that you've climbed to the top of the mountain, you're halfway to Gargamel's hideout, where he's holding the three Smurf prisoners. Just because it's downhill the rest of the way doesn't mean your journey will get any easier. It's time to screw your smurf courage to the sticking place!

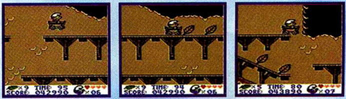


ACT 7: THE FLIGHT ON A STORK

Why climb all the snowy mountains when you can hitch an easy ride with a winged friend? Hold tight and use your Control Pad to elude airborne obstacles. Your stork is more than happy to peck troubles away with his long beak.

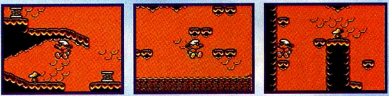


ACT 8: THE GOLDMINE



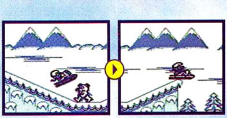
Jump aboard a wagon for a wild underground ride. You'll have to steer by pressing the B Button when you pass over a lever.

ACT 9: INSIDE THE VOLCANO



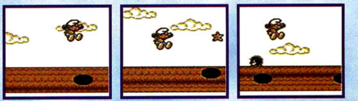
You'll have to run fast to escape the hot lava licking at your smurf shoes. Unfortunately, your hot-footed arrival has awakened one of Gargamel's pals, a fire-breathing baby dragon. You'll have to defeat him to win one of the keys for freeing the Smurf prisoners. Thank goodness the next stage gives you an opportunity to chill out!

ACT 10: THE SLEDGE RACE



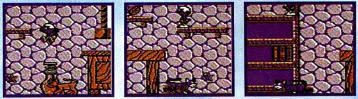
Grease your runners and hit the slopes! Gather speed by running over an S icon, then jump over the yawning chasms. If you slam into a polar bear out for a mid-winter stroll, though, and you'll lose valuable momentum. You'll need to rack up some serious hang time if you want to grab all the Stars in this icy stage.

ACT 11: THE CLIFF



Keep jumping as you edge along the log. If you're standing on the log when it rolls over, you'll find yourself on a loooong trip down! Buzzing bugs in this precipitous stage would like to like to lunch on Hefty. Is that what they call a Blue Plate Special?

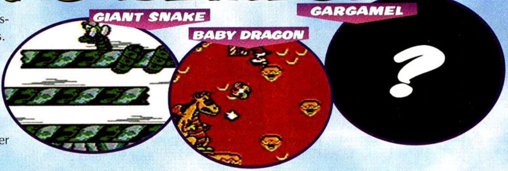
ACT 12: GARGAMEL'S MANOR HOUSE



You're almost there, but don't get too cocky, O.K? Gargamel's un-cool cat, Azrael, dogs your footsteps as you explore the house. He's just waiting for you to take a fall into his waiting claws! Drop five exploding gifts on the cruel kitty's head to turn him into litter.

HEFTY'S NEMESES

Gargamel has conjured up a brutal bestiary to thwart your rescue efforts. Smurfing the giant snake, baby dragon and Azrael, not to mention ol' Gargamel himself, takes more than a simple hop on the head. Fortunately, they're suckers for presents, especially the exploding kind. Will that sinister sorcerer never learn?



COUNSELORS' CORNER

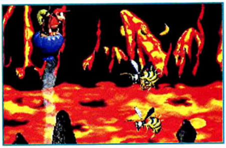
Super NES

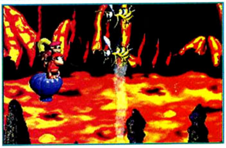
DKC 2: DIDDY'S KONG QUEST

Cranky Kong

HOW DO I CONTROL THE BALLOON IN RED-HOT RIDE?

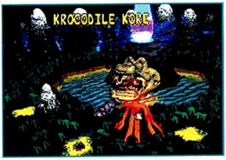
How do you expect to finish the game if you can't get through Red-Hot Ride? Back in my day—yeah, okay, don't get antsy, I'll help you. Rise above your problems by hovering over the steam vents. Of course, some of your problems are over your head. Take the low road by speeding across the vents before your balloon gains altitude. When you finish the level, stop by the Monkey Museum and buy some of my great junk!


Ever get that sinking feeling? Well, quit monkeying around and hover over the steam vents. The hot air keeps you high above your problems.

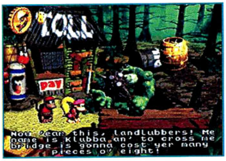

If you need to fly low, stay away from the vents. The less heat, the lower you sink. Just don't land in the lava bubbling below you.

HOW DO I OPEN THE KROCODILE KORE?

Back already? You know, you can't get something for nothing. In my day, we knew the value of hard work. Nowadays, you kids...oh, nevermind. If you can't get the Krock's head in the Lost World open, it's because you haven't played enough of the game! To open it, you need to finish the game and complete all five of the Lost World levels, then return to the Lost World. The Krock's head will be open, allowing you to enter the Krocodile Kore. What's in the Krocodile Kore? Sheesh! Find out for yourself by playing the game. Now get out of here!

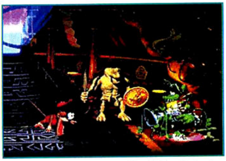


Open the Krock's head after completing all of the Lost World Levels and finishing the game.

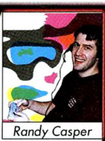


Now 'ear this, landlubbers! Me name is Klubba an' to cross me bridge is gonna cost yer many pieces o' eight!

No freeloaders! If you wanna play in the Lost World, you gotta pay the toll at Klubba's Kiosk!

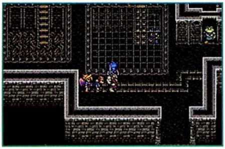

The Krock's Head conceals King K. Rool's final lair. Konk the king and klaim absolute victory.

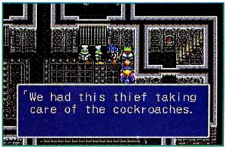
BREATH OF FIRE II


Randy Casper

WHERE IS THE REAL THIEF?

You won't find the thief who stole Trout's treasure until nearly halfway into the game, when you reach Simafort. Look for her in the basement of Simafort when you swim there with Jean the Frog. After exposing the imposter prince, return to the basement and talk to the chefs. They'll be tired of keeping the whining thief and will gladly turn her over to you. Return the thief to Trout at his house in Hometown.

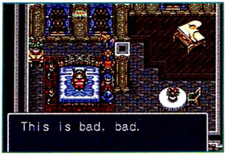

You won't find the thief who framed Bow until you explore the basement of Simafort.


「We had this thief taking care of the cockroaches.

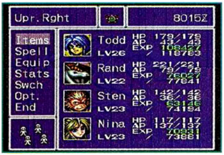
After exposing the imposter prince, the chefs will unload their captive. Take her back to Trout.

HOW DO I CURE THE QUEEN OF TUNLAN?

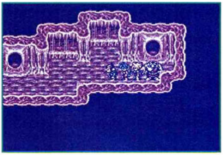
The Queen of Tunlan is being attacked by a nasty virus. The only way to cure her is shrink to microscopic size and engage the germs in a biological battle. After the magician shrinks your party, wander around the arteries until your party is attacked. The monster icon shows if there are nearby enemies. The magician tells you when a region of the body is virus free. When you're told that a section of the body is clear, move on to the next area.


This is bad. bad.

If you want to cure the Queen of Tunlan, you need to defeat the viruses attacking her body.

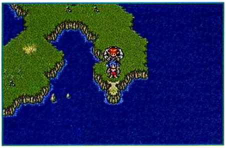

Upr. Rght
80152
Items
Spell
Equip
Stats
Swch
Opt.
End
Todd LV26 HP 179/179 AP 43/43 EXP 108427 / 118763
Rand LV22 HP 221/221 AP 79/79 EXP 76027 / 77641
Sten LV23 HP 142/142 AP 36/36 EXP 63146 / 74194
Nina LV23 HP 117/117 AP 137/137 EXP 70931 / 73881

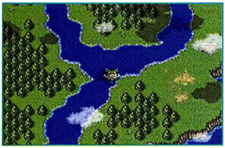
If the monster icon on the item screen is sleeping, the artery is clear of all viruses.

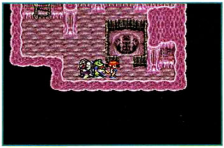

Note the background color of the chambers to keep track of areas you've cleared of viruses.

HOW DO I AWAKEN "GRANDPA" THE WHALE?

Before you can explore Tunlan, you need to find the Whale Cove and awaken Grandpa, the slumbering whale inside. Use Jean in his frog form to navigate the rivers south of Simafort and find the cove. Let Katt lead your party as you explore the pink caverns beneath the Whale Cove. Katt's staff can knock down the fence blocking the passageway leading deeper into the Whale Cove caverns. Speak with the old man in the cave, then locate and destroy Munmar, an evil statue that has put the Whale to sleep. After defeating the statue, use Katt's staff in the Whale's throat to wake him up.


Even if your name is Ishmal, this sleeping whale won't emerge until you break an evil spell.


Place Jean at the front of your party and swim south through the rivers to the Whale Cove.

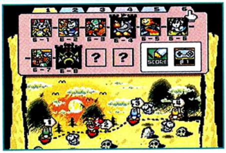

Katt can smash the fence around this deep hole, but she needs to be at the front of the party.

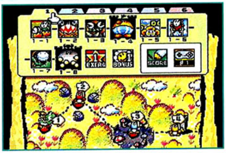
SMW 2: YOSHI'S ISLAND

CAN I RETURN TO A PREVIOUS WORLD?

Bob Givnin

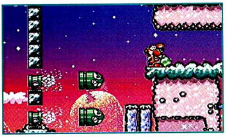
Yes, you can, provided you've explored past World 1 and saved your game. While on the menu screen, press Up on the Control Pad until the finger cursor points to one of the numbered tabs at the top of the screen, then point to the world you want to revisit and press the A Button. If you haven't finished World 1, though, you won't be able to switch to a new world.

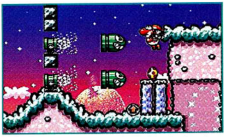

The menu screens resemble recipe cards. See what's cooking by pointing to an index tab.

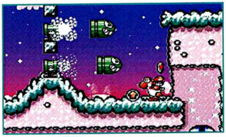

Return to earlier worlds and score 100% in every level, then collect extra items in the bonus game.

HOW DO I REACH THE RING IN WORLD 2-7?

Don't be stumped by these puzzling posts or pummeled by the Bullet Bills. You can pound down both posts at the same time by standing between them, but you need to time your jumps. A double barrel dose of Bullet Bills has you in its sights. Pound once and jump over the Bullet Bills, then pound again. If you can't jump out of the way fast enough, use Yoshi's tongue to bite the bullets. Keep repeating the pattern until the logs are down and you can reach the ring. If you're looking for a perfect score on Lakitu's Wall, pound down every post you encounter.

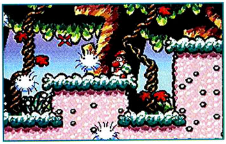

Don't be stumped by this ringer. Pound down the posts and hurdle the salvos of Bullet Bills.

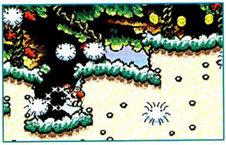

Dispose of these large caliber thugs by jumping on or over them or by simply lapping them up.

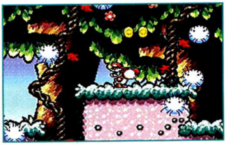

The ground-pounding stomp is vital for finding red coins hidden throughout the game.

HOW DO I GET PAST THE FUZZIES?

First-time Yoshi fans find themselves floundering in flurries of Fuzzies on Yoshi's Island. Players first encounter Fuzzies in World 1-7, Touch Fuzzy, Get Dizzy. Fuzzies float around in large schools, and, no matter how many eggs you throw, you can never get rid of all of them. The trick to getting around a Fuzzy flurry is to dispose of only the ones that are about to bump into Yoshi. While you can dispose of a Fuzzy with almost any attack, the best weapon is a regular watermelon. Since it takes only one melon seed to dispatch a Fuzzy, you can conserve your seed spewing and ride out the storm with a single melon. You can also toss eggs, but you'll probably run out of ammo before the Fuzzy flurry subsides.


It's a fleet of floating Fuzzies! Target only the Fuzzies on a collision course with Yoshi.


Fuzzies dissolve when Yoshi brushes up against them, but the contact leaves Yoshi reeling.

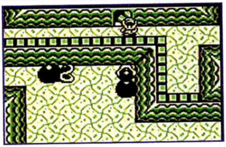

If you use regular seeds sparingly, you can avoid any close encounters of the floating Fuzzy kind.

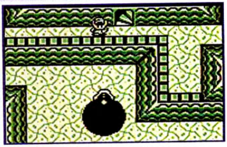
LINK'S AWAKENING

HOW DO I GET THE KEY FROM THE DODONGO SNAKES?

Bernice Reinhardt

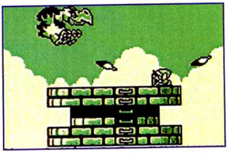
The Dodongo Snakes in Turtle Rock have a key, but you won't find it unless you're standing on the ledge above their chamber. Take a full load of bombs up onto the ledge above the snakes and drop them as they pass underneath. If your aim is true, the snakes will swallow the bombs that land in front of them. While this method requires patience, you need the Dodongo's key to explore the maze.

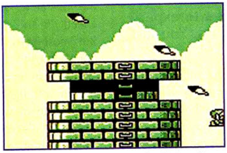

The key appears in a treasure chest on a ledge above the Dodongo chamber. You need to be on the ledge before you can eliminate the snakes.

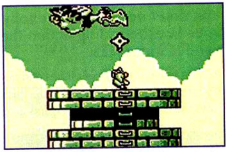

Dropping bombs on the Dodongo snakes is a lot like fishing—you never know when the snakes are going to swallow the explosive bait.

? HOW DO I DEFEAT EVIL EAGLE IN LEVEL 7? ?

While Evil Eagle is not very tough to hit, it's a struggle to keep your balance at the top of Level 7. Use Link's shield to maintain your balance when the Eagle flaps his wings and attempts to sweep you off the tower. The gusts will push Link around, so it's important that you stand at the middle of the tower platform. If the Eagle does manage to knock you off the top of the tower, he'll replenish all his hit points, and you'll have to start again from the beginning. Use the Hookshot to inflict damage on the deranged fowl. If you keep your balance, you'll stay on top of the battle.


Fighting Evil Eagle in Level 7 isn't a breeze, but your shield can keep you on top of the fight.


If you're swept off the tower, the Eagle will regain all of his strength. Replenish your life.


Use the Hookshot to damage this fiesty fowl, but make good balance your battle priority.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

SECRET OF THE STARS

Q: How do I enter the town of Amaboss?
A: Buy Bunny Suits in Dengers and equip them on the male Aqutallions.

Q: Where do I get the Blacksmith for the town of Old Hill?
A: Visit the town of Codo after you have the Gyrocopter.

Q: Where is the Goldnail?
A: It will be at the Architect's House after Dan joins your party.

DRAGON VIEW

Q: Can I move the dark statues?
A: Yes, but only if you have a glove.

Q: How do I open the two locked chests in Hujia?
A: You can't open them until you have found the Soldrak in the Sektra Temple.

Q: How do I use magic?
A: You need the Ice, Fire or Lightning Ring selected, then press the A Button.

DONKEY KONG LAND

Q: What are the hearts at the bottom of the screen for?
A: Each heart is one life credit. When you lose all your hearts, the game is over.

Q: Can I collect more than 20 lives?
A: Yes. Although the screen shows a maximum of 20 hearts, you can have more than that. If you find out what the maximum number is, let us know!

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

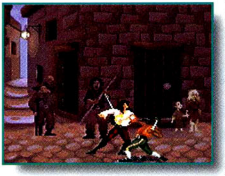
MARCH 1996

CUTTHROAT ISLAND

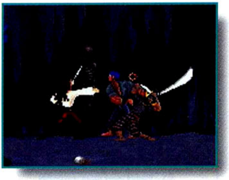
Super NES

Company ....Acclaim
Release Date ....February 1996
Memory Size ....16 Megabits

You don't need to hoist a Jolly Roger to experience swashbuckling action these days. You just need a Super NES.



Players relive the days of pirates and derring-do with Acclaim's Cutthroat Island for the Super NES. This side-scrolling game follows the exploits of Morgan Adams and Shaw as they flee from the governor of Jamaica and hunt for the fabled treasure of Cutthroat Island. Playing as either Morgan or Shaw (or both in the two-player game), players wield their sabers in duels that require a quick blade and acrobatic moves. Fancy footwork can carry you forward, backward and up and down on the screen, providing something of a 3-D play field. Also, Morgan and Shaw can brawl instead of using their fencing skills, but this alternative isn't as much fun. The action takes the escaping buccaneers through a range of settings, some of which require different skills to navigate. The roller coaster ride in the quarry, for instance, requires you to memorize the obstacles lying ahead in the path. But most stages pit our heroes against an almost endless stream of fighters, some of them swing swords while others attack with guns or fists. Power-ups found along the way may help your chances for success, and you'll also have to search for hidden rooms. In addition to all of this, players can enter a treasure hunt contest sponsored by Acclaim. The winner will go on a real treasure hunt adventure in the Florida Keys. All of this may seem very exciting, but the game doesn't deliver the intensity you might expect. The emphasis on continuous swordplay may make for tedious game play. Before you walk the plank, check out the Power review this month.



+ Good theme. Two player cooperative action. Some cool fencing moves. Treasure hunt contest. Challenging.

− Flat graphics. Some of the stages are tedious. Repetitious action. Simple enemy AI.

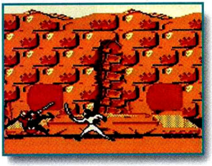
ICON KEY

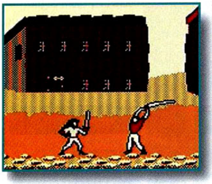
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASSWORD SYSTEM
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

CUTTHROAT ISLAND

Company.............Acclaim
Release Date.......January 1996
Memory Size.......2 Megabits

If you can put a ship in a bottle, you can put a pirate in a pint-sized game for Game Boy.





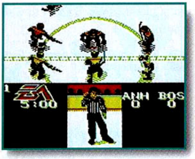
Cutthroat Island for Game Boy includes much of the same action as its more colorful companion for the Super NES, but it isn't an exact replica. The Game Boy version introduces new fencing moves during the course of the game. After battling through a stage, you will be taught a new move. In the following stage, the new move will prove critical to your success. The addition of new fighting moves keeps the game fresh as you progress, but the simplicity of the AI doesn't provide much of a challenge. The game also suffers from ragged graphics and the lack of any Super Game Boy enhancements. Play control also comes in on the slow side, but once you have the timing down, you can have some pretty good duels, especially after having learned a variety of moves. In addition to the enemies who come after you, bystanders may attack you with explosives. Don't miss the Game Boy review within the Super NES review in this month's Power.

- Fun theme. Introduction of new moves in game.
- No Super Game Boy enhanced features. Slow play control. No Password.

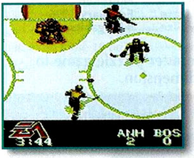
Black Pearl takes another title from EA Sports and shrinks it down to size for the Game Boy and Super Game Boy.

NHL '96

Company.............Black Pearl
Release Date.......March 1996
Memory Size.......4 Megabits



What a difference one season can make. The last Game Boy title from EA Sports and Black Pearl looked good, but moved at the speed of a glacier. NHL '96, on the other hand, skates along at far more realistic speeds but has less detail in the graphics. It was a good tradeoff. The play control and feel of NHL '96 is far superior. Shooting, passing and switching controls all work pretty much the same as in the Super NES game. For instance, to make a slap shot, you hold the A button to build up power, then release it to take the shot. Game modes include Regular Season, Single Game, Playoffs, Sevens, and Shootout. Players can adjust the time of periods, choose their own lines or have auto lines, and turn penalties on or off.

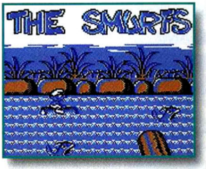


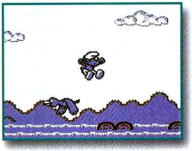
- NHL license. Lots of game modes. Quick action.
- Limited, close-up view of the rink.

THE SMURFS

Company.............I. Motion
Release Date.......March 1996
Memory Size.......2 Megabits

Cuteness rules in this smurfacious debut for Game Boy.





Hefty the Smurf has his hands full when he loses three of his smurfish buddies to the voracious Gargamel, who would love nothing so much as to snarfle a smurf snack. I. Motion's first Game Boy title comes by way of long-time, European developer, Infogrames. As you might expect, the Smurf theme dictates a fairly simple game targeted at a young audience. The characters are large and friendly and the music bounces along. But even though this platform game is easy, it's also fun, featuring a variety of stages and skill requirements. If you love Smurfs, or know someone who is a Smurf-aholic, The Smurfs Game Boy game may prove to be more fun than a bag full of blue M&M's. Be sure to wallow in our Power review this month.

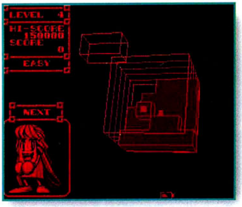
- Nice, big, character graphics. Good use of Super Game Boy enhancements.
- Not too challenging.

3-D TETRIS

Company ....Nintendo
Release Date ....February 1996
Memory Size ....8 Megabits

The most popular computer puzzle game in history enters a new dimension.

Tetris enters a new era on Virtual Boy in the form of 3-D Tetris from Nintendo. Instead of the flat tetrads filling in a vertical column, players now find full, 3-D blocks that must be stacked to fill a 3-D space. Just as in the original Tetris, once you fill a level, the blocks disappear and you score points. If you fill multiple levels at once, you'll score even more points. Although you won't find a two-player mode in 3-D Tetris, you will be able to play three variation modes. The Normal 3-D Tetris game can be played at 10 levels and three levels of difficulty. The Puzzle mode begins by showing you a shape constructed of tetrads, then it's up to you to recreate from memory that same shape using selected tetrad blocks. The third mode is called Center Fill. When you create a symmetrical shape surrounding the hole and place a tetrad in the hole, you clear the level and score points. Option settings allow players to adjust the field of depth or move the camera angle during the game. Power presents a stack of strategies in this month's review.



- Automatically saves Puzzle mode and all high scores. Can adjust settings. Very challenging.
- Players won't find it easy to spend the hours they spent on the original Tetris.

● ● ● ● ● ● ● ● ● ● ● ●

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
3-D TETRIS	3.0	3.5	3.5	3.6	☆ ★	K-A	PUZZLE
CUTTHROAT ISLAND	3.0	3.3	3.0	3.1		K-A	ACTION
CUTTHROAT ISLAND	3.1	3.0	2.8	3.0		K-A	ACTION
NHL '96	3.3	3.5	3.2	3.2	☆	K-A	HOCKEY
THE SMURFS	3.5	3.0	3.0	3.0	✪	K-A	ACTION

POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY

● ---SUPER NES ● ---GAME BOY ● ---VIRTUAL BOY

Editors

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott** Sports, Simulations, Adventures	✯ **Henry** Fighting, Action, Sports
★ **Leslie** RPGs, Puzzles, Adventures	✳ **Dan** Action, Adventures, Puzzles
☆ **Jeff** Action, Sports, Fighting	☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

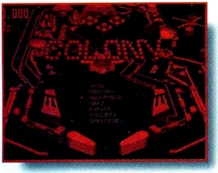
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

Virtual Boy Now Playing RECAP

Virtual Boy burst onto the scene last August with some amazing graphic capabilities and a disappointingly small library of titles. Now, a dozen titles have been released, and the games range from sports titles such as Golf and Virtual League Baseball to full adventures such as Wario Land. This month, Power recaps all Virtual Boy titles released to date.

GALACTIC PINBALL

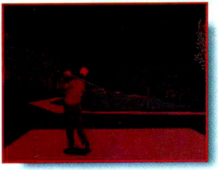
Nintendo, August 1995, 8 Megabits
Power Meter.......G 3.1 P 3.9 C 3.5 T 3.3



Although the ball is a puck in this pinball game, Galactic Pinball captures the excitement of real, arcade pinball with its laser-like 3-D action. The four games feature space themes. In each game, players begin with three pucks and the goal is to keep them in play forever, or at least until the Virtual Boy tells you to take a rest.

GOLF

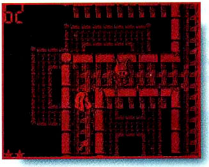
Nintendo, November 1995, 16 Megabits
Power Meter.......G 4.0 P 3.2 C 3.8 T 3.8



Golf for Virtual Boy comes to Nintendo by way of T&E Soft, a Japanese company known for outstanding golf simulations on the Super NES such as True Golf Classics: Pebble Beach. The new golf interface and engine for Virtual Boy will delight duffers with its realism. Golf turns out to be the most realistic of the first sports titles for Virtual Boy. You actually feel as if you can judge distances in this game. If there's a weakness to Golf, it's that there is only a single 18 hole golf course. Even so, there's enough challenge and variety of terrain on those 18 holes to keep golfers buried in this game for a long time to come.

JACK BROS.

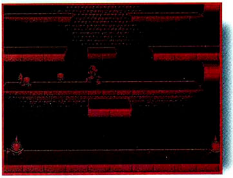
Atlus, November 1995, 8 Megabits
Power Meter.......G 3.3 P 3.3 C 3.3 T 3.3



It's Halloween and the witching hour draws nigh for Jack Frost, Jack Lantern and Jack Skelton—three goblins who must scamper home by the stroke of midnight. The Jack of your choice will reach home only if he beats the clock in each level, and each level may consist of three or four stages. Stages contain three or more keys for Jack to collect and several enemies to dispatch. The final stage in each level holds a guardian.

MARIO CLASH

Nintendo, November 1995, 8 Megabits
Power Meter.......G 3.0 P 3.4 C 2.7 T 3.0

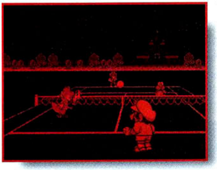


Mario Clash borrows heavily from the early Mario Bros. arcade game in which Mario hops between three levels while avoiding koopas and other enemies. Mario Clash adds a layer of depth by creating a second layer to the play field and several pipes for passing to and from the front and back areas. Although Mario

Clash plays much like a platform game, it doesn't have much of a feeling of adventure.

MARIO'S TENNIS

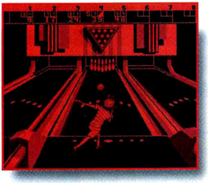
Nintendo, August 1995, 4 Megabits
Power Meter ....G 3.2 P 3.6 C 3.4 T 3.4



The original pack-in game for Virtual Boy packs a lot of fun into its small, four megabit memory. Although the basic tennis game seems fairly simple, the presence of eight characters, each with different skill rankings, adds to the strategy factor. You can play singles or doubles as a one-player game in either Single Match or Tournament Mode with Mario, Luigi, Princess Toadstool, Yoshi, Koopa, Toad and Donkey Kong Jr. The characters may be funky, but the game requires sound tennis strategies such as mixing shots, lobbing and serving aces. The AI in the doubles match may not be as much fun as having a real partner, but it's not bad. The greatest strength of the game is that it is easy to learn and fun to play.

NESTER'S FUNKY BOWLING

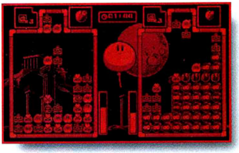
Nintendo, February 1996, 16 Megabits
Power Meter ....G 3.3 P 3.3 C 3.3 T 3.5



Nester, the obnoxious gamer of Nintendo Power fame, finally got his fondest wish by appearing in a video game. Besides Nester's cinematic antics, the bowling mechanics work like a dream, and for anyone who has ever puzzled over a bowling scorecard, all the scoring in Funky Bowling is automatic. Players can try their hand in any of three game modes, including a regular bowling game, a practice session, and a challenge mode in which you must pick up spares by taking out some of the nastiest splits you've ever seen. Two-players can take alternating turns in any of the modes.

PANIC BOMBER

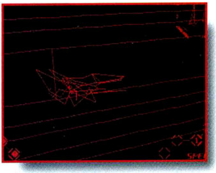
Nintendo, December 1995, 4 Megabits
Power Meter ....G 3.3 P 3.6 C 3.6 T 3.1



Don't confuse this title with Bomberman VB, which hasn't been released in the U.S. Panic Bomber, although it comes from Hudson Soft, resembles Tetris Blast more than a Bomberman game. The idea is that you use bombs to blow up blocks and dump rubble in the opponent's screen. Unfortunately, the opponent is the computer and not a fellow human being. Panic Bomber requires strategy and quick reflexes.

RED ALARM

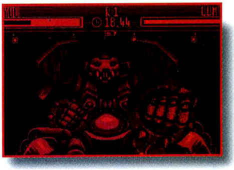
Nintendo, August 1995, 8 Megabits
Power Meter ....G 3.2 P 3.5 C 3.6 T 3.5



Red Alarm immerses you in a 3-D universe where you have total control of your Tech-Wing fighter in a war to destroy a sentient machine. You can fly anywhere within the confines of each of the six stages, battling enemies, both biological and mechanical, and one major guardian at the end of each stage. The wire-frame, vector graphics convey a sense of depth in the Virtual Boy environment, but the graphics also present a few difficulties since you can't see the solid surfaces you are about to kiss at a thousand miles per hour. Ouch. Special features in Red Alarm include custom camera angles and replay flights. It's fun, fast and challenging.

TELEROBOXER

Nintendo, August 1995, 8 Megabits
Power Meter ....G 3.3 P 3.3 C 3.6 T 3.2



Teleroboxer pits you against futuristic pugilists in a modified Punch-Out!! perspective. Your robotic or cybernetic opponent appears in front of you from the waist up while you see only your arms and gloves in front of you. Dodging from side to side and jabbing, hooking and pummeling as best you can at vulnerable points, most players will find a lot of challenge in the eight opponents. Teleroboxer contains three memory save slots for recording your progress through the tournament. The 3-D effects look impressive, but the game suffers from the small stable of fighters.

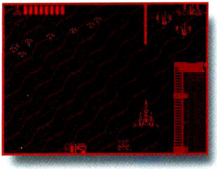
3-D TETRIS

Nintendo, March 1996, 8 Megabits
Power Meter ....G 3.0 P 3.5 C 3.5 T 3.6

See this month's regular Now Playing for coverage of 3-D Tetris.

VERTICAL FORCE

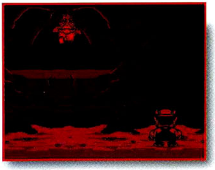
Nintendo, October 1995, 8 Megabits
Power Meter ....G 3.1 P 3.5 C 3.1 T 3.0



On the surface, Vertical Force may seem like just another space shooter, but there are really two surfaces or layers where the action takes place. As you fly along a vertically scrolling path, blasting enemy spaceships and grabbing power-up items, you'll notice a second layer of activity below your ship. At the push of a button, you can shift your fighter down to that level, then back again to avoid a fight or to enter a new fight. It's fun, but Vertical Force could have gone even further in using Virtual Boy's potential for 3-D graphics and strategy.

VIRTUAL BOY WARIO LAND

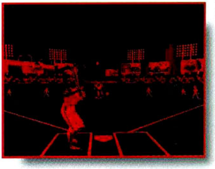
Nintendo, November 1995, 16 Megabits
Power Meter ....G 4.3 P 3.8 C 4.4 T 4.3



Hands down the best game for Virtual Boy so far, Virtual Boy Wario Land shows off the strengths of the 3-D graphics and creates gaming situations that take advantage of the depth of field possible with the system. In fourteen stages, players battle four major guardians and hundreds of baddies who fly, swing, bounce and charge at Wario from every angle, including from the side. As in his Game Boy adventure from last year, Wario wears special hats to help him head off danger.

VIRTUAL LEAGUE BASEBALL

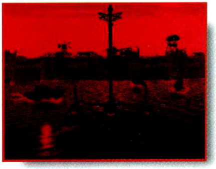
Kemco, October 1995, 8 Megabits
Power Meter ....G 2.9 P 2.9 C 3.0 T 3.0



Virtual League Baseball may not be a true virtual experience, but it turns out to be a pretty good baseball game. The league consists of 18 international teams divided into Pan American, Asian and European divisions. Virtual League Baseball was designed in Japan by Kemco. The play won't surprise video game baseball vets with its traditional behind-the-plate perspective, and the options, which include an All-Star game and Pennant Race mode, also fall into the mainstream of video baseball. In fact, the baseball mechanics of the game and the AI are fairly sophisticated.

WATERWORLD

Ocean, November 1995, 16 Megabits
Power Meter ....G 3.3 P 3.3 C 2.4 T 2.8



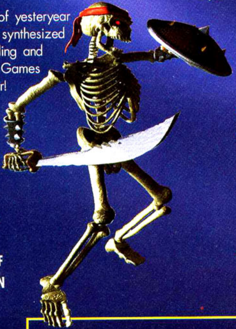
Ocean of America waded into the uncharted territory of Virtual Boy with Waterworld, a game based on last summer's apocalyptic look at a very wet future. The designers of the game hoped to create an arcade shooter along the lines of Asteroids, and that's exactly what Waterworld for Virtual Boy turned out to be. The asteroids have turned into Smokers on water bikes and in boats and the space ship is Kevin Costner's three-hulled Trimaran, but the action is basically a pivot and fire shooter. Variety? Don't expect much. Variety is measured in the number of Smokers attacking you and the number of atollers who must be saved. Ocean spiced up the play by tossing atollers into the drink for you to rescue within a limited time. The music may be the best part of the game, and it shows that Virtual Boy sound can be full and evocative if given a chance.

THE NINTENDO POWER 1995 AWARDS

IT'S THAT TIME OF YEAR AGAIN WHEN YOU, OUR READERS, GET TO CHOOSE WHICH OF THE BEST AND BRIGHTEST GAMES OF 1995 WILL BE HONORED WITH NINTENDO POWER AWARDS. MARK YOUR FAVORITES ON YOUR RESPONSE CARD, SEND IT IN AND CHECK OUT FUTURE ISSUES TO SEE WHICH GAMES WALK AWAY WITH THESE COVETED AWARDS. IF YOU'RE LUCKY, YOU COULD WIN A SLEW OF GAMES AND SUPER POWER STAMPS!

BEST SOUND A

The beeps and bloops of yesteryear have been replaced by synthesized orchestras, digital sampling and stereo surround sound. Games have never sounded better!



1. **DONKEY KONG COUNTRY 2**
2. **CHRONO TRIGGER**
3. **KILLER INSTINCT**
4. **EARTHWORM JIM 2**
5. **SYNDICATE**
6. **THE ADVENTURES OF BATMAN AND ROBIN**

BEST GRAPHICS B

1995 was another banner year for technical and artistic achievement in graphics, prompting us to create a separate Best Graphics award for the first time.

1. **TOY STORY**
2. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
3. **DONKEY KONG COUNTRY 2**
4. **EARTHWORM JIM 2**
5. **BATMAN FOREVER**
6. **WARIO LAND (VB)**
7. **KILLER INSTINCT**

NP 95 BEST STORY C

From classic cartoons to whimsical adventure, from the biography of a hero to futuristic action, here are the most intriguing game plots and concepts of 1995.

1. **SCOOBY DOO**
2. **SYNDICATE**
3. **DRAGON: THE BRUCE LEE STORY**
4. **CHRONO TRIGGER**
5. **EARTHBOUND**

KILLER INSTINCT:
A,B,D,E,R,V,AA
PLAYER'S GUIDE
& VOL. 73,76-79

CHRONO TRIGGER:
A,C,F,R,S,V,AA
PLAYER'S GUIDE
& VOL. 73-78

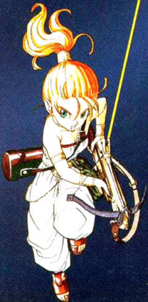
BEST OVERALL
GAME NOMINEES

VOTE TODAY

D BEST CHALLENGE NP 95

There are physical challenges and there are mental challenges. The following selection of worthy titles offer both kinds, often within the same game.

1. **DONKEY KONG COUNTRY 2**
2. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
3. **KILLER INSTINCT**
4. **MORTAL KOMBAT 3**
5. **P.T.O. 2**
6. **METAL WARRIORS**



E BEST PLAY CONTROL NP 95

Play control is critical to both a player's and a game's success. The only things you'll get with bad play control are low scores and low sales!

1. **NHL '96**
2. **MEGA MAN X2**
3. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
4. **KILLER INSTINCT**
5. **WARIO LAND (VB)**
6. **DONKEY KONG COUNTRY 2**

BEST EPIC GAME F

Sims and hybrid games that combine RPG, adventure and sim elements are gaining popularity in the U.S., while RPGs are gaining more depth and complexity.

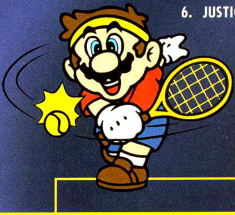
1. **CHRONO TRIGGER**
2. **OGRE BATTLE**
3. **EARTHBOUND**
4. **THE SECRET OF EVERMORE**
5. **CIVILIZATION**

TELEROBOXER:
Z
VOL. 75

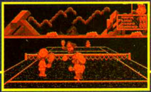
BEST TOURNAMENT FIGHTER G

Though there were fewer releases in this category this year than last year, fighting games still account for a sizable chunk of the video game market.

1. **MORTAL KOMBAT 3**
2. **KILLER INSTINCT**
3. **DRAGON: THE BRUCE LEE STORY**
4. **WEAPON LORD**
5. **WWF WRESTLEMANIA: THE ARCADE GAME**
6. **JUSTICE LEAGUE TASK FORCE**



MARIO'S TENNIS:
U,Z
VOL. 75



BEST SPORTS GAME H

After years of domination by baseball, football and basketball, the sports genre has been gifted recently by some terrific soccer, hockey and other sports titles.

1. **NHL '96**
2. **TECMO SUPER BOWL III: THE FINAL EDITION**
3. **INTERNATIONAL SUPERSTAR SOCCER DELUXE**
4. **NFL QUARTERBACK CLUB '96**
5. **FRANK THOMAS BIG HURT BASEBALL (GB)**
6. **GOLF (VB)**

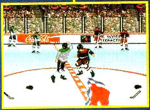
BEST PUZZLE GAME I

Developers have been trying for years to come up with "the next Tetris." Do you think there are any this year that could challenge the king of the puzzlers?

1. **BUST-A-MOVE**
2. **KIRBY'S AVALANCHE**
3. **ZOOP**
4. **MARIO'S PICROSS (GB)**
5. **TETRIS BLAST (GB)**

NBA JAM T.E.:
W,Y
VOL. 76-77

'95 NP AWARD NOMINATIONS



NHL '96:
E,H,J,AA
VOL. 78

J BEST MULTI-PLAYER GAME

Sports or action? One-on-one, two-against-two or every player for himself? Which type of multi-player challenge keeps you and your friends up all night?

1. **TECMO SUPER BOWL III: THE FINAL EDITION**
2. **KILLER INSTINCT**
3. **DIRT TRAX FX**
4. **METAL WARRIORS**
5. **NHL '96**
6. **MORTAL KOMBAT 3**

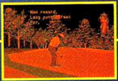
BEST OVERALL GAME NOMINEES

L BEST BASED ON A MOVIE

Making a game out of a movie is no small task, and there's often something lost in the translation. Which of these rates high on the ol' applause meter?

1. **JUDGE DREDD**
2. **TRUE LIES**
3. **ADDAMS FAMILY VALUES**
4. **STARGATE**
5. **TOY STORY**

GOLF:
Z
VOL. 76



K MOST INNOVATIVE GAME

In an era of "been there, done that" game play, some developers continue to push the creative envelope beyond its previous limits and change the way we have fun.

1. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
2. **EARTHBOUND**
3. **OGRE BATTLE**
4. **THE IGNITION FACTOR**
5. **KIRBY'S DREAM COURSE**

MORTAL KOMBAT3:
D,G,J,M,Q,V,W,AA
VOL. 78,80,82

M THE "OWIE" AWARD

It's all just make-believe, but you know it's gotta hurt! With the ratings system in place, more action games are being aimed at mature players. Tell us which is the best (or worst) of the lot.

1. **DOOM**
2. **MORTAL KOMBAT 3**
3. **PRIMAL RAGE**
4. **MUTANT CHRONICLES: DOOMTROOPERS**
5. **KILLER INSTINCT**
6. **TRUE LIES**

VOTE TODAY

SUPER MARIO WORLD2:YOSHI'S ISLAND:

B,D,E,K,O,R,S,V,X,AA

PLAYER'S GUIDE & VOL. 75, 77, 79, 80

FUNNIEST

N

Here's a list of, in our humble opinions, some of the funniest titles of the year. Whether the humor was sophisticated or tasteless, we couldn't help but laugh!

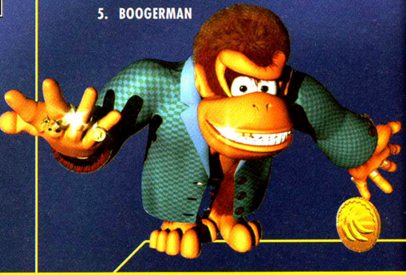
1. **THE SECRET OF EVERMORE**
2. **EARTHWORM JIM 2**
3. **BOOGERMAN**
4. **EARTHBOUND**
5. **THE MASK**
6. **AAAHH!!! REAL MONSTERS**

BEST HERO/HEROINE

O

Will it be a tried-and-true video veteran or a young rookie with flashy moves that takes this great honor? It's up to you to decide!

1. **DIDDY KONG**
2. **DIXIE KONG**
3. **YOSHI**
4. **EARTHWORM JIM**
5. **BOOGERMAN**



BEST GOODIE/SIDEKICK

P

These are the unsung heroes of the video game world, the often-overlooked second bananas without whom the big stars couldn't get the job done.

1. **CRANKY KONG (DKC 2)**
2. **RUSH (MEGA MAN 7)**
3. **SNOTT (EJ 2)**
4. **SQUITTER THE SPIDER (DKC 2)**
5. **MILO THE DOG (THE MASK)**

WORST VILLAIN

Q

It's a lot of hard work to be a big, bad villain, so we'd just like to take this opportunity to say, "Thanks!" to the biggest and baddest of them all!

1. **KAPTAIN K. ROOL**
2. **MAJOR MUCUS**
3. **EYEDOL**
4. **SHAO KHAN**
5. **POKEY**

WARIO LAND:

B,E,Z

VOL. 79

'95 NP AWARD NOMINATIONS

NP 95 WORST BADDIE R

There are hundreds of video game bad guys out there, in all shapes, sizes and species. Here's your opportunity to salute the best of a bad bunch.

1. **MOCK-UP (YOSHI'S ISLAND)**
2. **JUGGLER (CHRONO TRIGGER)**
3. **GRIM LEECHER (YOSHI'S ISLAND)**
4. **GRANNIES (EJ 2)**
5. **KABOOM (DKC 2)**

DONKEY KONG COUNTRY 2:
A,B,D,E,O,P,Q,R,U,V,AA
PLAYER'S GUIDE & VOL. 76, 79, 81

BEST OVERALL GAME NOMINEES

NP 95 COOLEST WEAPON/ITEM T

It's amazing the kinds of things they're carrying around in video games these days. We're waiting on pins and needles for the winner of this category!

1. **HOLY FRY PAN (EARTHBOUND)**
2. **CAN OF BEANS (BOOGERMAN)**
3. **BUBBLE GUN (EJ 2)**
4. **CHAIN SAW (DOOM)**
5. **MALLET (THE MASK)**

S COOLEST TRANSPORTATION NP 95

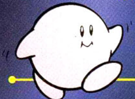
This year's nominees will not only get you across town, they'll take you almost anywhere in space and time. Which one would you like to put in your garage?

1. **YOSHI (YOSHI'S ISLAND)**
2. **EPOCH TIME MACHINE (CHRONO TRIGGER)**
3. **THE BATMOBILE (ADV. OF BATMAN AND ROBIN)**
4. **DACTYLS (CHRONO TRIGGER)**
5. **UFO (EARTHBOUND)**
6. **TESSIE (EARTHBOUND)**

FRANK THOMAS BIG HURT BASEBALL:
H, Y
VOL. 80

BIG HURT BASEBALL
TRY TO BEAT THAT!

KIRBY'S DREAMLAND 2:
Y
VOL. 72



V O T E T O D A Y

U COOLEST MOVE NP 95

Will it be the creative or the crass, the dangerous or the graceful that takes home this award? In our opinion, this one is a toss-up!

1. **DIXIE'S HELICOPTER SPIN (DKC 2)**
2. **THE FLAME FRRT (BOOGERMAN)**
3. **SQUITTER'S PLATFORM WEB (DKC 2)**
4. **FULGORE'S MECH HEAD DANGER MOVE (KI)**
5. **DONKEY KONG'S OVERHEAD SLAM (MARIO'S TENNIS)**

BEST ENDING

V

After all those hours of bit-mapped blood, sweat and tears, you deserve more than a simple "Game Over" for all of your efforts.

1. **CHRONO TRIGGER**
2. **DONKEY KONG COUNTRY 2**
3. **KILLER INSTINCT**
4. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
5. **THE SECRET OF EVERMORE**
6. **MORTAL KOMBAT 3**

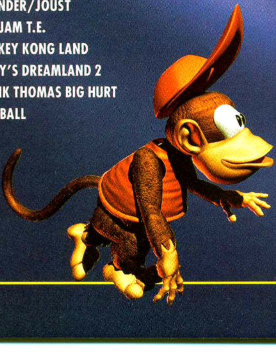
RED ALARM:
Z
VOL. 76

BEST GAME BOY GAME

Y

The world's favorite portable game system continues to wow players with quality, best-selling titles in all categories. This is a tough choice!

1. **DEFENDER/JOUST**
2. **NBA JAM T.E.**
3. **DONKEY KONG LAND**
4. **KIRBY'S DREAMLAND 2**
5. **FRANK THOMAS BIG HURT BASEBALL**



DONKEY KONG LAND:
V,Y,AA
VOL. 68, 69, 74

COOLEST CODE/TRICK

W

Sometimes the codes are better than the games themselves! Codes can't save a bad game, but they can extend a game's life far beyond the final stage.

1. **KOOLER STUFF KODE (MK3)**
2. **STREET FIGHTER MEGA MAN (MEGA MAN 7)**
3. **HIDDEN PLAYERS AND PLAY OPTIONS (NBA JAM T.E.)**
4. **ONE-HIT FATALITIES (PRIMAL RAGE)**
5. **LOONEY OFFENSE/DEFENSE (LOONEY TUNES B-BALL)**

BEST OVERALL GAME NOMINEES

BEST VIRTUAL BOY GAME

Z

Though relatively few titles were released for Nintendo's fledgling 3-D system, a number of Virtual Boy games distinguished themselves among pros and players.

1. **WARIO LAND**
2. **GOLF**
3. **TELEROBOXER**
4. **RED ALARM**
5. **MARIO'S TENNIS**

MOST ANNOYING FEATURE

X

While we try to be objective and offer balanced game reviews, sometimes there's a little something that nags at us that we just can't ignore!

1. **CRYBABY MARIO (YOSHI'S ISLAND)**
2. **HOLD ON (BATMAN FOREVER)**
3. **WHERE'S THE BACKGROUND? (WATERWORLD FOR THE VB)**
4. **DIE, ROBOTS, DIE! (MECHWARRIOR 3050)**
5. **NESS, PHONE HOME! (EARTHBOUND)**

DEFENDER/JOUST:
Y
VOL. 78

VOTE TODAY

BEST SUPER NES GAME

AA

Despite dire predictions, 16-bit games remained the industry's driving force in 1995. These outstanding titles show the true potential of the 16-bit format.

1. **DONKEY KONG COUNTRY 2**
2. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
3. **NHL '96**
4. **MORTAL KOMBAT 3**
5. **CHRONO TRIGGER**
6. **KILLER INSTINCT**

'95 NP AWARDS
-THE CONTEST-

-GRAND PRIZE-

1 WINNER

25 GAMES AND 25 SUPER POWER STAMPS

-SECOND PRIZE-

10 WINNERS

A Super NES Game and 10 Super Power Stamps

-THIRD PRIZE-

50 WINNERS

A Nintendo Power T-shirt and
5 Super Power Stamps

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 82, your picks for each category, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

Nintendo Power
Player's Poll Vol. 82
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1996. We are not responsible for lost or misdirected mail.

On or about April 15, 1996, winners will be drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners, which will be available after April 30, 1996, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive 25 Super NES, Game Boy and/or Virtual Boy games of his or her choice, subject to availability, and 25 Super Power Stamps. The winner must provide a written release to NOA. Estimated total value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state and local laws and regulations.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

POWER PIGGS OF THE DARK AGE

The dastardly Wizard of Wolff, three fun-loving pigs, evil minions, swords, castles, a Donut Shop and a plot to usurp the throne, all come together in Titus' wacky action game, Power Piggs of the Dark Age. Pak Watch recently received the final version of this sleeper and we were pleasantly surprised by what we saw. Although Power Piggs doesn't star a high profile hero such as Mario or Batman, it introduces three determined pigs: Gilbert, the master of invention, Lotta, a champion with the crossbow, and Bruno, their noble leader and official donut taster. Donuts play a central role in the game. The health bar consists of donuts, for example. Other special donuts can be collected for use as weapons. There's even a Homing Donut! As for skills, these pigs are prodigies. Not only do they have tremendous battle skills and the all-important Butt Slam, they also can fly given enough head wind. Hidden areas and large maps give the game extra dimension and a password feature adds to the replay value. Like Prehistorik Man before it, Power Piggs packs in the fun without all the hype and fuss of a major release. Look for Power Piggs in April along with a full blown review in the April issue of Nintendo Power.

POWER PIGGS
OF THE DARK AGE

NEWS SOURCE Extra

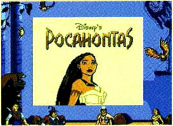
PUBLISHER — Titus
DEVELOPER — Radical Entertainment
GAME TYPE — Platform/Action
MEMORY — 8 Megabits
RELEASE DATE — April '96

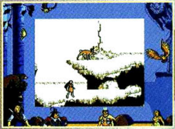
DISNEY'S POCAHONTAS

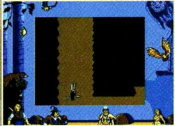
Interaction and cooperative puzzle solving are the key words for the Game Boy version of Pocahontas from Black pearl (a T•HQ label). Now that the game is finished, the cooperative nature truly shines. In the first area alone, Pocahontas helps a deer and a muskrat, not to mention giving a hand to her little friend, Meeko. Players can control either Meeko or Pocahontas during the game and much of the challenge comes from determining just how the two characters cooperate. It's a great idea and the game play should appeal to females and males alike, but the play control could be sharper and more intuitive, and may leave some players frustrated.

NEWS SOURCE Extra

PUBLISHER — Black Pearl
DEVELOPER — Tier Tex
MEMORY — 4 Megabits
FEATURES — Passwords, Non violent action
RELEASE DATE — March/April '96





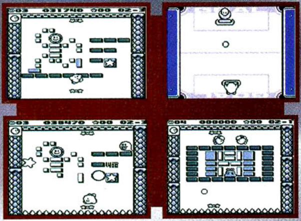


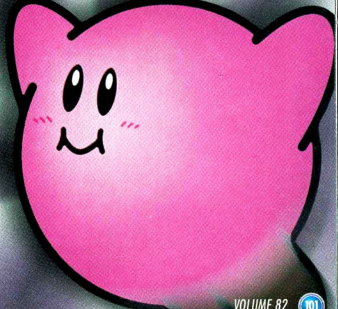
KIRBY'S BLOCKBALL

Kirby's Blockball may remind players of Breakout when they first plug in this Game Boy puzzle game, but within a few minutes Kirby shows that it is far more varied and exciting than the old classic. As it turns out, the only real similarity between Blockball and Breakout is that the goal is to destroy blocks in the play field. The means of doing this in Blockball is varied. Some blocks can be hit by the standard bouncing ball while others must be gobbled by Kirby. With the push of a button the paddles turn into Kirby trampolines that send the round guy flying into the midst of the blocks and other dangers. The action is always fast and frenzied, especially in stages with paddles on every wall. You can also enter bonus areas and games. Kirby's Blockball, due out in May, takes a classic idea into a new realm and is destined to become a classic in its own right. Kirby makes history by being the first Game Boy game to weigh in at a whopping eight megabits.

NEWS SOURCE Extra

PULISHER — Nintendo
MEMORY — 8 Megabits
RELEASE DATE — May '96
FEATURES — Four directional, multi-paddle play





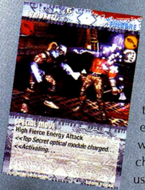
INSIDER UPDATE

SUPER NES CLASSICS

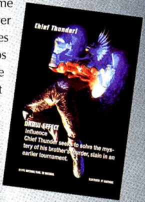
01' 18"11
— LIFE —

Some of the best Super NES games haven't been available for some time, but all that is going to change this spring when Nintendo re-releases six all-time best sellers at the special suggested price of $34.95. The titles are rumored to include Legend of Zelda: A Link to the Past, Super Mario Kart, Castlevania IV, Tetris & Dr. Mario, Super Mario All-Stars and Sim City. All of these games were winners when first released. In fact, they were all so popular that virtually no copies remain anywhere. The classic series of games will be identical to the games produced originally, but they will have new packaging. For players who haven't experienced the adventure of Zelda, the frantic fun of Super Mario Kart or the creative strategies of Sim City, this is a golden opportunity.

WHAT'S IN THE CARDS?


SPECIAL MOVE
High Fierce Energy Attack
<<Top Secret optical module charged...
<<Activating...

Topps Publishing has licensed the rights for a Killer Instinct collectible card game that will appear in stores this April. Michael Mikaelian, one of the designers of the game, calls it a unique combat experience. The way the card game works is that the two players each choose a character and build a deck using moves from that character's repertoire. Players will be able to match up Fulgore vs. Glacius, for example. Fans of KI will recognize the moves on the cards from the video game, but they may not recognize some of the specialty cards that cover the behind-the-scenes activities at KILR TV and Ultratech. Topps received some awesome rendered art from Rare that really fills out the story. Nintendo Power plans to include a complimentary Power Card for the KI card game in the April issue.

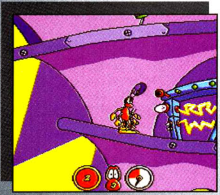

Chief Thunder!
DRAW EFFECT
Influence
Chief Thunder seeks to solve the mystery of his brother's murder, slain in an earlier tournament.

DISNEY DROPS THE BALL

Disappointment rained on our parade here at Pak Watch recently when we learned from Disney Interactive that two of their Super NES titles have been canceled and one delayed until the fall. Gargoyles fell victim to soggy sales predictions predicated upon the poor performance of Genesis Gargoyles sales. DI execs failed to note that the Super NES currently dominates the entire video game market. Pocahontas also fell into the abyss of corporate cutting, partially due to concerns about potential sales and partially due to concerns about the quality of the game, which still isn't finished. At Pak Watch, we applaud DI's commitment to quality and their refusal to release a product that they feel doesn't make the grade. On the other hand, it's disappointing that the company didn't go ahead and correct the flaws in the game. The biggest disappointment may be the delay of Maui Mallard. This could be one of the top Super NES games of 1996, but DI has decided to market the game this fall when the Playstation version of Maui comes out and 16-bit games will be competing even more directly with the next generation platforms than they are now. So, will we ever see Maui Mallard for the Super NES? Unfortunately, we can only guess that we may never see this one, either, and that's a shame, because Maui is an excellent game that deserves better than to wind up on the corporate cutting room floor.

FLEA FOR YOUR LIFE

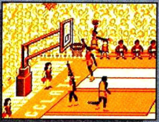
Gametek had to scratch the dog a few times to find this game, which was developed by a German company called Haüs Teknikka. The Euro-platform game, copyrighted in 1994, looks and sounds a bit dated and features some of the weirdest game play we've ever seen. The hero of Frantic Flea is a large flea who must collect and rescue his extended family of small fleas, who are being threatened by an assortment of ridiculous enemies. The vertically and horizontally scrolling screens are filled with traps and brilliant colors that help disguise them. The flea hero attacks his enemies by launching himself into a whirling flea frenzy, which proves to be one of the more awkward attack modes we've ever seen. Stomping on enemies will simply get you squashed. Gametek will probably release this game in April, if you feel the itch, play it.

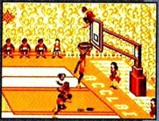


PANEL DE PON

If you love puzzle games, Pak Watch has good news, great news, incredible news for you. A Japanese game called Panel De Pon from Nintendo will take on a new look for the Super NES and appear in North America this spring, probably in May. The original game was aimed at young female players and featured winged fairies as the characters beyond the play field. In the U.S., the game will feature Yoshi and will be targeted at a wide range of puzzle players. But the appearance of the game is almost immaterial. The play is everything. The Panel play field fills up with blocks of different colors that can be moved sideways. The trick is to line up three or more blocks vertically or horizontally to cause them to disappear. Although this sounds simple, the strategies for moving blocks can be complex and the play is captivating. The game will contain regular timed matches, two-player vs. matches, and a puzzle mode in which players can learn much of the intricacies of this deceptive game.

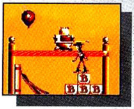
GAME BOY SLAM





College Slam for Game Boy may seem like another NBA Jam without the stars, but the action on the court has come a long way. Torus Games, the developer, did a great job of incorporating speed and play control into this diminutive hoopster. It feels great. Slam includes the following modes: Practice, Head-to-Head (one player), Semi Final, Tournament, and Season match-up. The Super NES version may have the color, but this version packs in virtually all of the other features. You should be able to take this one with you starting next month.

TOY ON BOY



Last month we showed off the first pics of Toy Story for Game Boy. Now, we have a working version, although it isn't 100% complete. The two most striking aspects of the game at this stage are the graphics, which look remarkably like those of the Super NES game, and the play control, which has all the speed and maneuverability of an ice berg. The first stage is almost identical to the Super NES game, but at this early stage doesn't feel much like it. We'll keep you posted as this pak grows up.

RELEASE FORECAST

Super NES

1996 OLYMPIC SPORTS	SPRING '96
BASS MASTER II	SPRING '96
FRANTIC FLEA	SPRING '96
KEN GRIFFEY JR.'S WINNING RUN	SUMMER '96
LOBO	SPRING '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	FALL '96
MOHAWK & HEADPHONE JACK	SPRING '96
PINOCCHIO	SPRING '96
POCAHONTAS	SPRING '96
POWER PIGGS OF THE DARK AGE	SPRING '96
ROAD RASH	SPRING '96
THE SMURFS	SPRING '96
SUPER MARIO KART	SPRING '96
SUPER MARIO RPG	SPRING '96

Virtual BOY

BOUND HIGH	UNDECIDED
3-D TETRIS	WINTER '96
VIRTUAL FISHING	WINTER '96

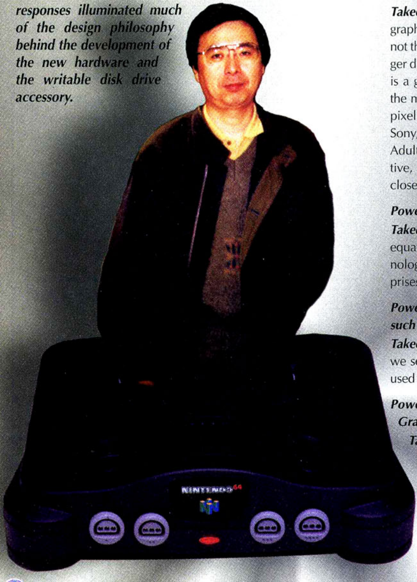
Game BOY

1996 OLYMPIC SPORTS	SPRING '96
COLLEGE SLAM	SPRING '96
KIRBY'S BLOCKBALL	SPRING '96
NHL '96	WINTER '96
POCAHONTAS	SPRING '96
THE SMURFS	WINTER '96
TOY STORY	WINTER '96

PAK WATCH

EXCLUSIVE INTERVIEW

Nintendo Power linked up with Genyo Takeda of Nintendo Co. Ltd., who is in many ways the unsung father of the Nintendo 64 video game system. Since the early days of Project Reality, Mr. Takeda, as the General Manager of Research & Development 3 at NCL, has overseen the design of the new system taking place in Japan and at Silicon Graphics Inc. in California. In the past, Mr. Takeda has directed the development of hardware and software projects for Nintendo. His credits include Nintendo's coin-op video game systems and the Punch-Out!! series of Nintendo games. At NOA headquarters in Redmond, Washington, we sat down with Takeda-san to ask him about his role in the development of the most advanced video game system in the world. His candid responses illuminated much of the design philosophy behind the development of the new hardware and the writable disk drive accessory.



Power: Can you describe how the 64DD works and why it is a better memory storage system than CD-ROM?

Takeda: First of all, I want to point out that 64DD isn't the final name for our bulk storage device. It is just descriptive of the Nintendo 64 Disk Drive. We are going to use a magnetic storage medium because it is recordable. Nintendo has been looking for a storage medium for many years. We looked at CD-ROM, but it has some disadvantages. It is read-only memory, and that is the biggest disadvantage. So we decided to look at other methods. Since Nintendo is going with cartridge based games, we don't necessarily need the size of storage you get with CD-ROM. We also asked Mr. Miyamoto what was really needed for game development and he wanted memory that was writable. And when it comes to the memory size of the DD, it is 65 megabytes. Of the 65 megabytes, about 20 megabytes will be writable by the player in a game. This also gives a lot of memory to game developers.

When we first looked at CD-ROM and filling up all that space, we said, well, let's make it like a movie. But in my understanding, the most important part of a video game is that developers come up with good ideas that give players new experiences in spite of the graphics. Excellent graphics may add to the game, but you must have a good idea first. Lots of memory space can be filled up without making a good game. Game Boy is a good example. You have limited graphics and yet there are some excellent games.

Power: What part of Nintendo 64 performance impresses you the most?

Takeda: I think there is something graceful and natural about the graphics and motion of the Nintendo 64. Using lots of polygons is not the most important thing. The fine texture mapping makes a bigger difference in realistic looking worlds. I think that Super Mario 64 is a good example. It has very natural graphics, and that includes the movement. The Nintendo 64 is so precise, it can control every pixel. Another example is scaling. On the machines from Sega and Sony, if they scale up or scale down, it's not a smooth transition. Adults may understand what's going on, but from a child's perspective, they wonder why this happens when in reality if you look closely at something it is a smooth transition.

Power: What was the most difficult part of developing the system?

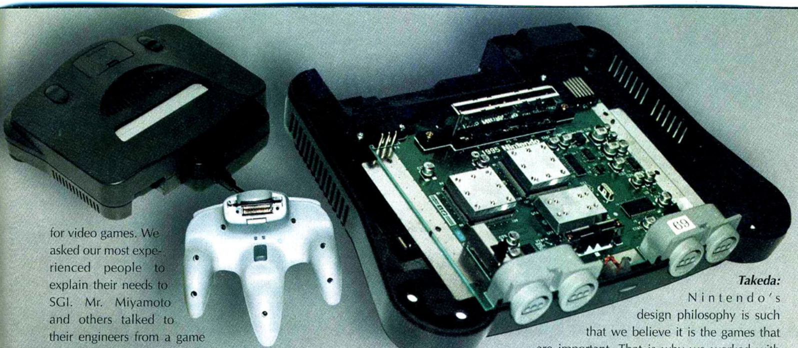
Takeda: The most difficult part was limiting the cost. Most people equate lots of transistors and components with cutting edge technology, but we have very few chips but very good technology. It surprises people.

Power: What other projects are in the works for the Nintendo 64, such as a modem, for instance?

Takeda: It's a little too early to talk about a network, but the reason we selected the 64DD with its writable capability is that it can be used in networking in the future.

Power: How was the experience of working with Silicon Graphics Inc.?

Takeda: SGI and Nintendo were joint partners. Their background was totally different from ours. They had experience building very expensive, high speed graphics workstations for specialized users while Nintendo knew how to make affordable home video game systems for everyone. These are two very different things, and we had the limit of $250 to work with. So we educated them and they educated us. The first thing they asked was what is the most important thing



for video games. We asked our most experienced people to explain their needs to SGI. Mr. Miyamoto and others talked to their engineers from a game design perspective. It was a difficult gap to bridge, but everyone was excited about the project and it went very well.

Power: What is your favorite game of all time?

Takeda: My favorite game, probably, was a game I made myself. In those days, back in the 70s after college, you could write code in machine language and one person could create an entire game. When I tell my people in R&D 3 about this today, I think they are envious, because today it takes so many people to make a game. It is so specialized: you are an artist or you are a programmer or you are a designer, but you don't do everything.

Power: What was the underlying philosophy or goal for the Nintendo 64?

Takeda: Nintendo's design philosophy is such that we believe it is the games that are important. That is why we worked with game designers like Mr. Miyamoto while creating the Nintendo 64, so that the games would be new and unique. The game system just provides the tools for creative programmers.

Power: How would you describe the future of the Nintendo 64?

Takeda: I think we have a very flexible machine. We have two ways to deliver software with cartridges and the disk drive, depending on the needs of the game. We are also thinking of expanding the memory of the system. There is a memory slot here on the top of the machine where we can add extra RAM. This is the first home video game system with the possibility of expanding. With this and the 64DD, I think the Nintendo 64 will adapt to the changing requirements of game designers in the future.

SPECIAL UPDATE

NOA ANNOUNCES 64-BIT NAME AND RELEASE CHANGES

The long awaited announcement of the release date of Nintendo's new 64-bit video game system in North America has finally been made. Nintendo of America will launch the Nintendo 64 on September 30th, 1996, several months after the official launch in Japan this April. The reason for the different release dates between North America and Japan has to do with production capacity and the expected high demand for the system. In order to avoid shortages at launch, Nintendo has decided to pursue a staggered release schedule. It became apparent after the unveiling of the Nintendo 64 at Shoshinkai last November that the system would be met with huge demand by consumers wanting the best in video game entertainment. One survey estimated that the Nintendo 64 will sell more than three million units this year in Japan alone.

Nintendo of America also announced that the Nintendo Ultra 64 name would be changed officially to Nintendo 64, which is the name of the system in Japan. The name and logo change for the Nintendo 64 is intended to reduce confusion by giving the system one name and one identity around the world. The Nintendo 64 design, including the color of the console and controllers, will be uniform around the world, as well.

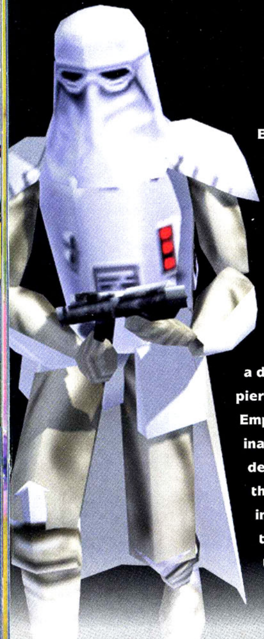
The writable magnetic disk drive (with the preliminary name of 64DD) is scheduled to be unveiled this fall at Shoshinkai. The 65 Megabyte storage device will be bundled with a 1 or 2 Megabyte expansion RAM pack that plugs into the N64's unique memory expansion slot to enhance the memory capacity of both magnetic disks and Game Paks.

Although the launch of the Nintendo 64 will occur later than originally planned, North American consumers will benefit from the availability of a larger library of games. An estimated eight to 12 exclusive Nintendo 64 games from Nintendo and its Dream Team members will be released by the end of 1996. In all, over 30 games are currently in development. The bottom line is this: the Nintendo 64 is worth the wait.

Coming Next Issue.....

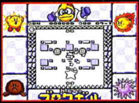
Volume 83, April 1996

STAR WARS SHADOWS OF THE EMPIRE™



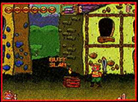
Between Star Wars and Return of the Jedi, a new story is about to unfold on the Nintendo 64. Shadows of the Empire from Nintendo and LucasArts features interstellar graphics, hyper-spatial play and a dark, twisting plot that pierces the shadows of the Empire's most sinister criminal cartel. Next month, the development team behind the game gives you an insider's perspective on the incredible power of the N64.

KIRBY'S BLOCKBALL



The world famous cream puff is back, bouncing off the walls and breaking down barriers in Kirby's Blockball, an arcade-style puzzler for Game Boy.

PIGGS POWER!



Nothing can ruin your day quite like a wolf in damsel's clothing. Check out Power Piggs of the Dark Ages, a hilarious side-scroller from Titus.

KI 2 SPECIAL

If you're tired of waiting in line to play Killer Instinct 2, perhaps it's time to adopt a winning game plan. Next month's issue features the best KI 2 arcade secrets and strategies used by the pros. Read up on their cool moves and combos, then take control and dominate the competition at your local arcade.

GAME LIST

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Ardy Lightfoot
7. Bass Master II
8. Bass Masters Classic
9. Bassin's Black Bass with Hank Parker
10. Batman Forever
11. Big Sky Trooper
12. Blackthorne
13. Boogerman
14. Breath of Fire II
15. Brett Hull Hockey '95
16. Brutal: Paws of Fury
17. Bust A Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. Cutthroat Island
22. Demolition Man
23. Demon's Crest
24. Dirt Trax FX
25. Disney's Aladdin
26. Donkey Kong Country
27. DKC 2: Diddy's Kong Quest
28. Doom
29. Dragon: The Bruce Lee Story
30. Dragon View
31. Dragon Warrior VI
32. Drop Zone
33. EarthBound
34. Earthworm Jim
35. Earthworm Jim 2
36. Emmitt Smith Football
37. Fatal Fury Special
38. FIFA International Soccer
39. FIFA International Soccer '96
40. Final Fantasy II
41. Final Fantasy III
42. Final Fight 3
43. Frank Thomas Big Hurt Baseball
44. Godzilla: Destroy All Monsters
45. Grid Iron Glory
46. Home Improvement
47. Illusion of Gaia
48. Indiana Jones' Greatest Adventures
49. Jimmy Houston's Bass Tournament USA
50. Judge Dredd
51. Jungle Strike
52. Jurassic Park 2
53. Justice League Task Force
54. Kawasaki Super Bike Challenge
55. Ken Griffey Jr. Presents: MLB
56. Ken Griffey Jr.'s Winning Run
57. Killer Instinct
58. King Arthur & The Knights of Justice
59. Kirby's Dream Course
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. The Lion King
63. Lobo
64. Looney Tunes B-ball
65. The Lost Vikings II
66. Madden NFL '96
67. Mario Paint
68. Mark Davis' The Fishing Master
69. The Mask
70. Maui Mallard
71. Mechwarrior 3050
72. Mega Man X
73. Mega Man X2
74. Mega Man X3
75. Mega Man 7
76. Metal Warriors
77. Mickey Mania
78. Might & Magic III: Isles of Terra
79. Mighty Morphin Power Rangers: The Movie
80. Mohawk & Headphone Jack
81. Mortal Kombat
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mutant Chronicles: Doom Troopers
85. NBA Give 'n' Go
86. NBA Jam
87. NBA Jam Tournament Edition
88. NBA Live '95
89. NBA Live '96
90. NFL Quarterback Club '96
91. NHL '95
92. NHL '96
93. NHL Stanley Cup
94. Ninja Gaidan Trilogy
95. Nosferatu
96. Ogre Battle
97. PGA European Tour
98. PGA Tour '96
99. The Phantom 2040
100. Pinocchio
101. Pitfall: The Mayan Adventure
102. Power Piggs of the Dark Age
103. Prehistorik Man
104. Primal Rage
105. P. T. O. II
106. Revolution X
107. Road Rash
108. RoboTrek
109. Romance of the Three Kingdoms IV
110. Samurai Shodown
111. Scooby Doo Mystery
112. Secret of Evermore
113. Secret of Mana
114. SimCity
115. Sink or Swim
116. Spawn
117. Spider-Man & Venom Maximum Carnage
118. Spider-Man:The Animated Series
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. StarGate
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super R. B. I. Baseball
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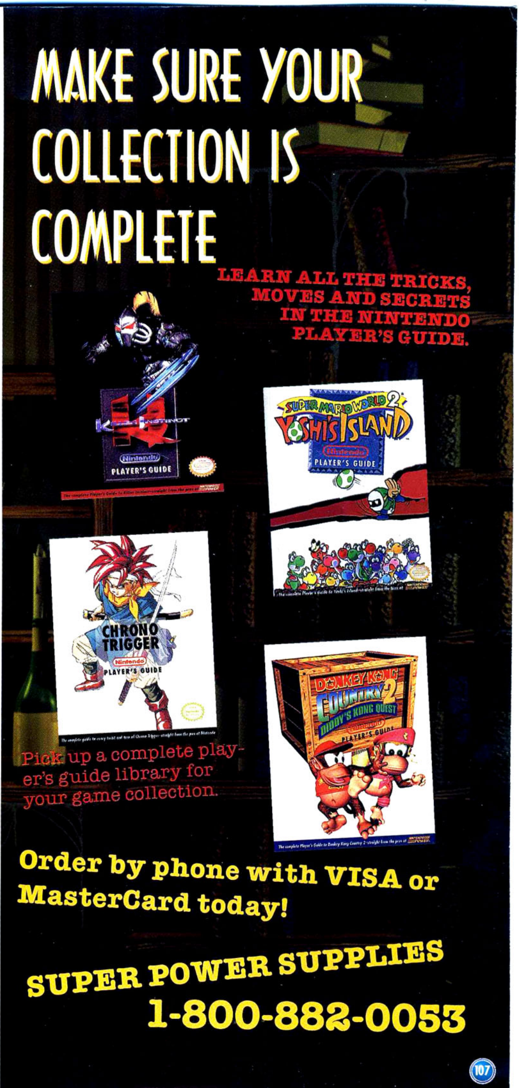

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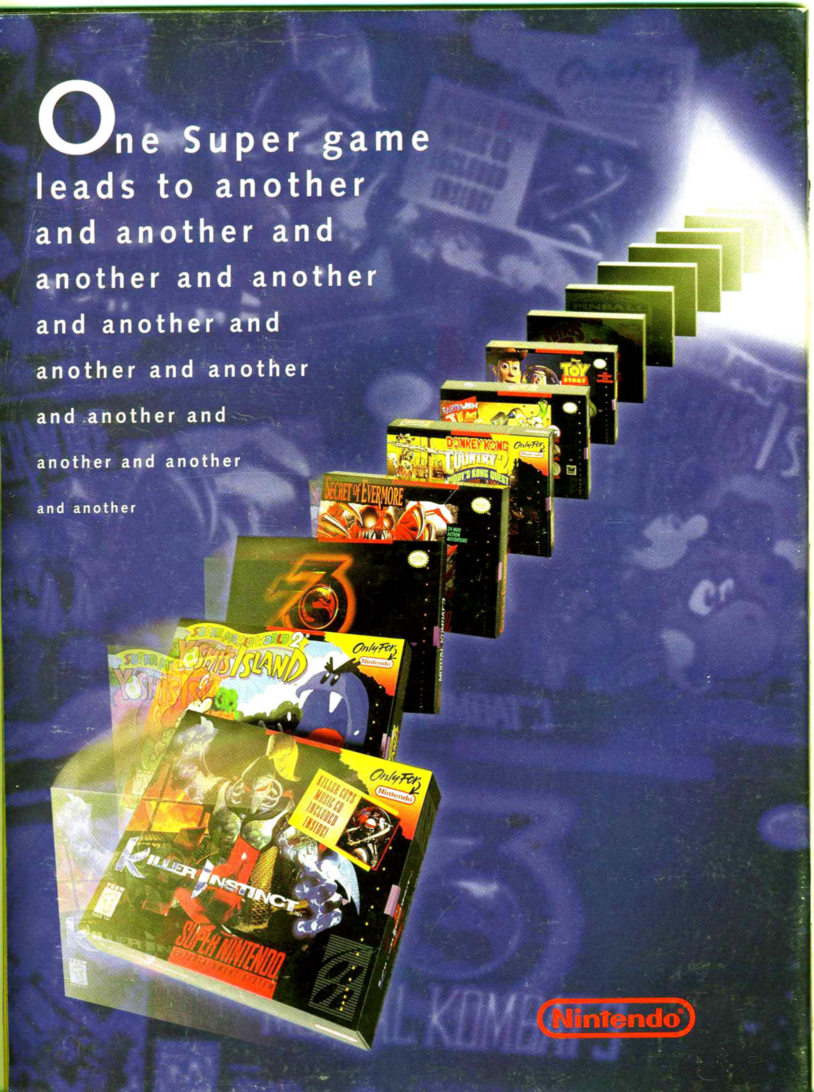
One Super game
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